

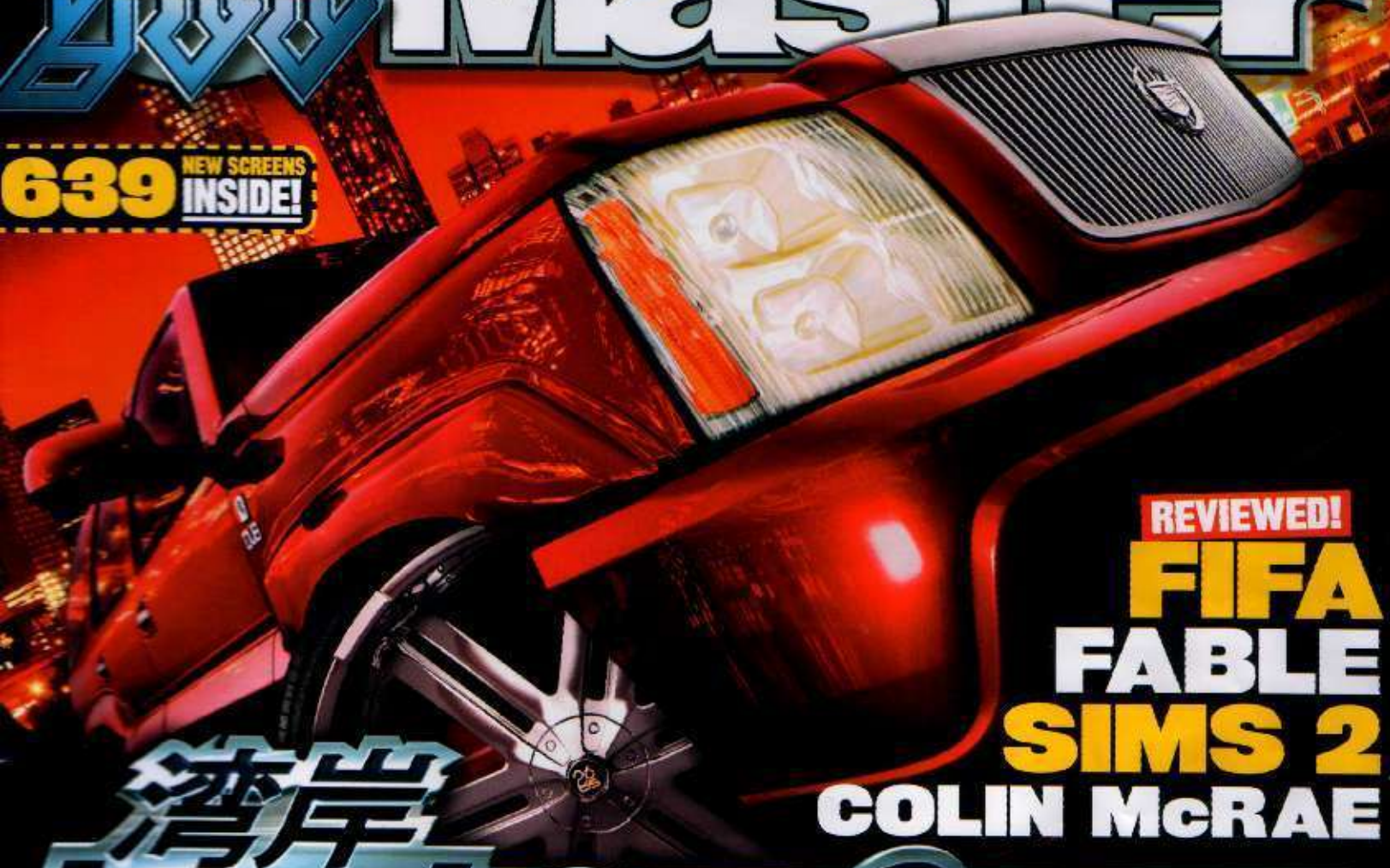
WIN! MAP SUPERSTAR DAY OUT WORTH £2000!

BRITAIN'S BIGGEST SELLING MULTI-FORMAT MAG



Games Master

639 NEW SCREENS
INSIDE!



REVIEWED!

**FIFA
FABLE
SIMS 2**

COLIN McRAE

MIDNIGHT CLUB 3™ DUB® edition

We get hands-on with the coolest racer ever made!

HUGE REVIEW AND GUIDE!

Def Jam FIGHTING FOR REAL

EA's thug-lovin' scrapper is in the hizzy!

future publishing
GM152 NOV 2004 £2.99
9 770967 985078
gamexradar.com

74 NEW GAMES INSIDE:

**POKÉMON FIRE RED & LEAF GREEN
METROID PRIME 2
STAR WARS: BATTLEFRONT
PIKMIN 2 ✧ ROCKY LEGENDS
TIGER WOODS ✧ THE URBZ
AND LOADS MORE**

PLAYSTATION 2 ✧ XBOX ✧ GAMECUBE ✧ GAME BOY ADVANCE ✧ PC ✧ PSone

**It calls
for a saviour.**

The Halo logo, featuring the word "HALO" in a stylized, metallic font, set against a dark, circular background with a glowing ring.

On November 11th
Earth Will Never Be The Same



halo2.com



Games Master

FLIP THE PAGE FOR MORE GREAT GAMES!

湾岸 MIDNIGHT CLUB 3TM DUB[®] edition

The fiercest racing game around is back — pumped and pimped to the max!



FIND OUT WHAT'S GOING DOWN IN THE CLUB WITH OUR DUBLICIOUS PLAYTEST!

GO TO
P18



Games Master

NOW LOADING...

EXCITING GAMES MAG BEGINS... THE WORLD'S MOST EXCITING GAMES MAG BEGINS... THE WORLD'S MOST EXCITING GAMES MAG BEGINS... THE

湾岸 MIDNIGHT CLUB 3

Full on test-drive! We tear Rockstar's racer rim from rim!

DUB edition



p18

STAR WARS: BATTLEFRONT

For those about Ewok, we salute you!

PS2 XBOX PC

p72

ROCKY LEGENDS

Catch the chicken and our champion review! We're pulling NO punches...

8 Rounds



p48

p62

Def Jam FIGHT FOR NY

We drop da bomb with a huge review and an ass-kickin' guide!



METROID ECHO

p22

Rollin' rollin' rollin! Samus is on her way!

The Sims 2

More addictive than breathing. Find out why!

p94

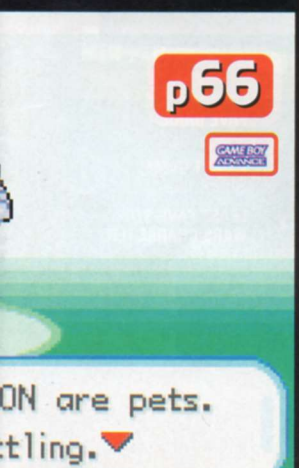
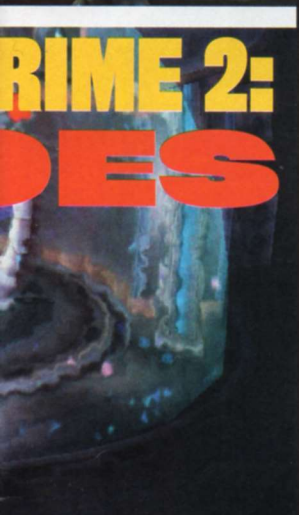
PC

POKÉMON FIRE RED & LEAF GREEN

Do you really have to catch 'em all? Find out with our expert analysis.



For some people, POK... Others use them for b...



>> PREVIEWS

Previewed this month...

Midnight Club 3: DUB Edition (XB, PS2)	18
Metroid Prime 2: Echoes (GC)	22
Crash: Twinsanity (XB, PS2)	24
Spyro: A Hero's Tale	24
FlatOut (PS2, XB, PC)	26
Backyard Wrestling 2 (XB, PS2)	26
The Urbz (Multi)	28
Men of Valor (XB, PC)	30
Shark Tale (XB, PS2, GC, PC)	30
Ghost Recon 2 (XB, PS2, GC)	32
X-Men Legends (PS2, XB, GC)	34
Leisure Suit Larry (XB, PS2, PC)	34
Killzone (PS2)	36
Mortal Kombat: Deception (PS2, XB, GC)	38
LOTR: Battle for Middle Earth (PC)	40

>> REVIEWS

Reviewed this month...

Def Jam: Fight for New York (PS2, XB)	62
Pokémon Fire Red & Leaf Green (GC)	66
Warhammer 40,000: Dawn of War (PC)	68
Colin McRae Rally 2005 (XB, PC, PS2)	70
Star Wars: Battlefront (XB, PS2, PC)	72
Viewtiful Joe (PS2)	74
Madden 2005 (PS2, XB)	74
Rocky Legends (XB, PS2)	76
Gametrak: Dark Wind (PS2)	78
FIFA 2005 (XB, PS2, GC)	80
Total Club 2005 (Multi)	81
TOCA 2 (PS2)	81
Pikmin 2 (GC)	82
Fable (XB)	84
Obscure (PS2)	89
Forgotten Realms (PS2, XB)	89
Kingdom Under Fire: The Crusaders (XB)	90
Club Football 2005 (PS2, XB, PC)	91
The Sims 2 (PC)	94
Outrun 2 (XB)	96
Tiger Woods 2005 (XB, PS2, GC)	97
Dynasty Warriors 4: Empires (PS2)	102
Crisis Zone (PS2)	102
Barbie (GBA)	105
Thunderbirds (GBA)	105
Dragonball Z (GBA)	105
Star Wars Trilogy (GBA)	105
Ghost Master (PS2)	106
Evil Genius (PC)	106
Alpha Black Zero (PC)	107
DBZ Budokai (GC)	107
Wings of War (XB)	107
D-Day (PC)	107
Steel Dragon Ex (PS2)	107
Formula Challenge (PS2)	107

... the best games first...



>> TIPS

Tipped this month...

Def Jam: Fight for New York (PS2, XB)	48
Pikmin 2 (GC)	52
Gradius V (PS2)	52
Mashed (PS2, PC)	52
Viewtiful Joe (PS2)	53
WWE Day of Reckoning (GC)	53
Formula 1 '04 (PS2)	53
Madden 2005 (PS2, GC, XB, pc)	53
Spider-Man 2 (XB, PS2, GC)	54&55
The Simpsons (PS2, GC, XB, PC)	54
Halo (XB)	54
World Champ Snooker (PS2)	54
Ratchet & Clank 2 (PS2)	54
Samurai Jack (PS2)	54
Dragonball Z: Budokai 2 (PS2)	55
Pokémon Red/Blue (GBA)	55
Super Mario Advance 4 (GBA)	55
Classic Legend of Zelda (GBA)	55
America's Ten Most Wanted (PS2)	55
MGS: The Twin Snakes (GC)	56
MGS2: Sons Of Liberty (PS2)	56
Metroid Fusion (gba)	56
Metroid Prime (GC)	56
Zelda: The Wind Waker (GC)	56

>> REGULARS

Essentials this month...

Hot News	08
The sharpest videogame reportage.	
Charts	16
The full, official top 20. Only in GamesMaster.	
Coming Soon	17
Want to know when that hot new game is out?	
Previews	18
The titles of the future right here, right now.	
Your Shout	42
Get your voice heard by the nation.	
Tips	47
The toughest games hacked and cracked.	
Reviews	61
GamesMaster lays down the score law.	
GM Shopping	104
Our regular market for all your gaming needs.	
Mobile Master	108
Your guide to gaming on the move.	
Subscriptions	110
Secure your copy of the UK's biggest games mag!	
Back Issues	111
Complete your database of gaming know-how.	
Competition	112
Over £2000 of prizes to be won	
Next Month	114
A sneaky peek at the gems in our next issue.	



START READING... NOW!
You're only a Team GM away from the hottest gaming goss in the business...



Games Master

TEAM GM

Battlefronting Star Wars in GM #152!

Kath: "I used to love Dairy Milk, it was my favourite of all the chocolates. But recently I've developed a craving for Bourneville."
 Ali: "Be careful young Brice! Don't be tempted by the Dark side."
 (Hilarious! Now try and come up with your own joke involving the pun Revel Forces!)



FAVE GAME:
The Sims 2
WORST GAME:
Total Club Manager
LEAST FAVE STAR WARS CHARACTER:
Salacious Crumb
FAVE STAR WARS GAME:
KOTOR

KATH BRICE
REVIEWS EDITOR

* Excluding Jar Jar Binks.



ROBIN ALWAY
EDITOR

FAVE GAME:
Fable
WORST GAME:
Total Club Manager
LEAST FAVE STAR WARS CHARACTER*:
Anakin
FAVE STAR WARS GAME:
Star Wars Arcade



"I've had it with this job! I'm tired of editing the UK's leading multi-format magazine! I know! I'll use my body art talents and maybe set up a shop on the desert home planet of Luke Skywalker! Tatooine?
 "No, piercing..."



IAN LLOYD-EDWARDS
ART EDITOR

FAVE GAME:
FIFA 2005
WORST GAME:
Ghost Master
LEAST FAVE STAR WARS CHARACTER:
Mr Bronsan
FAVE STAR WARS GAME:
3D Starfighter on the Spectrum



"Hey! Look at this bin on top of this big roll of paper. It reminds me of that droid from Star Wars - R2D2."
 R2D2? That's an acronym. So what's R2D2 short for?
 "Well, he's got small legs."



ALI TURNER
DEP ART EDITOR

FAVE GAME:
The Sims 2
WORST GAME:
Dynasty Warriors
LEAST FAVE STAR WARS CHARACTER:
Jabba the Hutt
FAVE STAR WARS GAME:
Masters of the Tera Kasi

What are you playing Dave? It looks very white.
 "It's Battlefront. I'm playing the Hoth level which is set in a special snowy world."
 An ice planet?
 "Well, it's okay but I'm more of a Tatooine fan."
 Yeah, whatever...



DAVE HARRISON
DEPUTY EDITOR

FAVE GAME:
The Sims 2
WORST GAME:
Shark Tale
LEAST FAVE STAR WARS CHARACTER:
Luke
FAVE STAR WARS GAME:
Pod Racer





ANDY KELLY
PREVIEWS

FAVE GAME:
Killzone
WORST GAME:
FIFA 2005
LEAST FAVE STAR WARS CHARACTER:
Lando Calrissian
FAVE STAR WARS GAME:
KOTOR

Andrew Kelly – Tie Fighter!
(You should see what he can do with a pair of Farrahs and some sock suspenders.)



What's with the broolly Tom?
"I am a Jedi master and your jokes are weak old man."
Okay, let's see some powers curly.
"I find your lack of faith disturbing, but here goes – last Xmas I knew what Robin was going to get before he did."
How did you manage that?
"I felt his presents! Aha, now I am the master."
Only a master of being small Tom.



TOM EAST
GM LEGEND

FAVE GAME:
Rocky
WORST GAME:
Crash or Spyro
LEAST FAVE STAR WARS CHARACTER:
Princess Leia
FAVE STAR WARS GAME:
Pod Racer on N64



"I'm really enjoying Battlefront, the Endor forest is my favourite. Hey look! There's that Ewok that befriended Princess Leia in Return of the Jedi!"
It's Wicket!
"Yeah – like I said, I'm really enjoying it."



Jes: 'I've been practising my Jedi Force Choke. I'll try it on Jim... Ohmigod – it's working!'
Jim: 'Don't be daft! It's the stink from your pits! I can hardly breathe. You should use some deoderant. An aerosal.'
Jim: 'Oh yeah! Well no, you're the aerosal...'



JES BICKHAM
REVIEWS

FAVE GAME:
Pikmin 2
WORST GAME:
Vietcong
LEAST FAVE STAR WARS CHARACTER:
Nien Nunb
FAVE STAR WARS GAME:
Rogue Squadron 2

'I just can't get enough of Ray Cooney and all the comedies he wrote such as Chase Me Comrade, Bang Bang Beirut and Run For Your Wife. I just love extravagant humour based on extraordinary chains of events.'
Hmmm, the Force is strong with this one...



JOEL SNAPE
REVIEWS

FAVE GAME:
Def Jam
WORST GAME:
Gametrak: Dark Wind
LEAST FAVE STAR WARS CHARACTER:
Porkins
FAVE STAR WARS GAME:
Tie-Fighter



JIM MCCAULEY
REVIEWS

FAVE GAME:
Outrun 2
WORST GAME:
FIFA 2005
LEAST FAVE STAR WARS CHARACTER:
Lando Calrissian
FAVE STAR WARS GAME:
Star Wars (the old arcade version)



Ali: "Hey Effy, what are you doing with that party food?"
Effy: "Well, I'm catering for the Jedi Knight conference. Tell you what, you could help – I'll look after the Dark Side and you can take care of the rest."
Ali: "So, you're taking the Sith..."
Effy: "No, I'm deadly serious."



EFFY HERNANDEZ
ART RELIEF

FAVE GAME:
Pro Evo 4
WORST GAME:
Dynasty Warriors
LEAST FAVE STAR WARS CHARACTER:
Darth Maul
FAVE STAR WARS GAME:
Rogue Squadron

WTT NEWS

Grand Theft Auto FOR GBA!

THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST!

NEW!



SCARY
This is Ned. Recognise this mop of black hair? You'll be looking down on it all game.



SPORTY
This dude is a yet-to-be-named American football player.



GINGER?
This intense bloke is your mate Vinnie, the man with the exploding automobile.



BABY
What a stare! This is Yuka, who seems to have gone for a sailor-themed outfit.

Rockstar reveal the year's best-kept gaming secret - GTA Advance!

Ooh, sneaky! After keeping us all distracted for most of the year by dangling GTA: San Andreas under our noses, Rockstar have surprised us all by suddenly producing the long-rumoured Grand Theft Auto for GBA out of thin air, like some kindly conjuring uncle, and telling us that it's coming out on the same day as GTA: San Andreas! How

cool is that? We'll tell you: it's very cool indeed.

So what's it all about? Well, it's looking like a mighty fine cross between the original GTA and GTA3. Visually it's very GTA, using that old-skool top-down view that might not look very good from the screenshots, but hey - it worked perfectly well in the original PSone game.

However the rest of it's very GTA3 - the game's set entirely within Liberty City and it's all moved along by a proper revenge-driven storyline. You and your mate Vinnie are doing your last-ever job for the mob before getting out of Liberty City, but Vinnie's car (along with Vinnie and

all the cash) explodes, leaving you on your own with the cops on your tail. Time to get out, but not before you've found out who took down Vinnie so you can get revenge.

Which means plenty of trademark GTA fun in a new and improved Liberty City that's actually twice as big as in GTA3! You know what to expect - dozens of vehicles to nick, plenty of side missions and lots of criminal mayhem.

It's not the first time they've attempted a handheld GTA - there was a Game Boy Color version a few years back that was alright but buggy. We're hoping this one's more worthy of the GTA name. More next month? Oh yes.

WELCOME TO LIBERTY CITY!

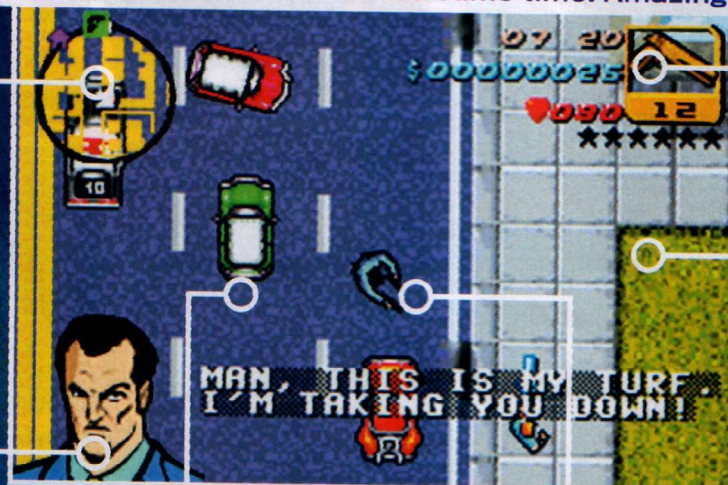
It's bigger, but smaller at the same time! Amazing!



MAP
Need to know where you are? For the first time GTA comes with an on-screen map! You are here!



CHARACTERS
It's good to know who you're dealing with, and the denizens of Liberty City appear in spangly cartoon form.



STATS
Room for a six-star wanted profile! How do you get six stars? It's gonna be fun finding out!



TOP-DOWN
Yeah, it's back to the top-down 2D style. Don't whinge - it still works perfectly well. Better than a half-arsed 3D job, we say!



MOTORS
Plenty of vehicles are yours for the taking. As ever just walk up to them and kick out the driver. Sorted!

YOU
You're out to avenge the death of your mate, avoid the cops and take down the mob, by any means necessary. How do you fit into those tiny cars, though?





p. 10

THE ZODIAC TAPWAVE

Another new handheld! Joining the Gizmondo as competition for PSP and DS is this brand new gaming machine. Check it out!



p. 12

SCI RACK 'EM UP

British publishers SCI announce their line-up for 2005 including the amazing *Midway* and the Hollywood blockbuster-licensed *Constantine*!



p. 14

ODDWORLD STRANGER

One of the strangest shoot-'em-ups ever made but maybe one of the best. Mosey on over to discover Lorne Lanning's monster adventure.

THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST!

Grand Theft Auto San Andreas

UPDATE!

Everything you could ever need to know on Rockstar's latest and greatest...



In a matter of weeks the game we've been talking about all year will finally be available in the shops.

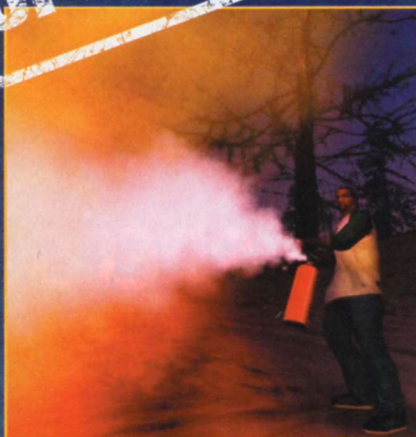
Months of speculating will be over and you'll see stacks of shiny, sealed copies of *GTA: San Andreas* on the shelves. To whet your appetite we've put together a stack of new shots and all the latest factoids you could ever need. Now roll on October 29th...



The more you use a weapon, the better CJ will become with it.



You can do stunts in the brand new crop duster!



As the countryside is very dry, forest fires are a danger. Fortunately *GTA* has working fire extinguishers.



Smash the place up with a fully working digger!



The moon goes through its lunar cycle in *San Andreas*.



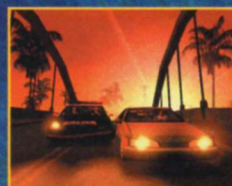
These gas-filled tankers also make great bombs.



There's shovels in the game. For hiding bodies perhaps.



Head to Mount Chiliad for a windy downhill race.



Interscope Records have been signed up to provide the tunes.

JUST BORROWING



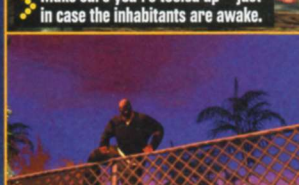
Living in *San Andreas* costs. To look cool and live the life you want you have to have Benjamins, so in between missions CJ has to dabble in some extra-curricular activities – namely nicking stuff. First you must dress right – slip CJ into a ski mask or balaclava and he'll slip into full sneak mode. Then nick a van and press R3, (just like you did to activate the Taxi and Fire Engine missions) and he's ready! The best time to enter a house is at night when you should have time to search the entire property – taking the VCR or telly might be the obvious choice, but you might miss something special. The occupant of the house might be in – just in case he takes offence instead of cowering in fear, arm yourself with a bat or a 12-gauge and you shouldn't have a problem.



Stay silent so no one is able to raise the alarm. Use quiet weapons



Make sure you're tooled up – just in case the inhabitants are awake.



Now that you can climb in *GTA*, taking the back door is always an option.



Carrying a telly might slow you down so that's what the van's for!

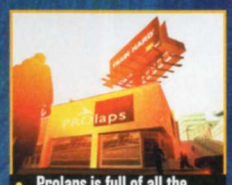
RETAIL OF THREE CITIES



Clothing is of massive importance for CJ. As a member of the Orange Grove Family he has to wear the gang colours, which will keep him safe on home turf but at risk away from his 'hood. Just like *Vice City* CJ has to dress a certain way for certain missions which means a trip to the shops. Once you buy the clothes, you'll be able to change into them by accessing the closet in any safe house and then mix and match every item! Work it girlfriend! Here's where to spend CJ's dough...



Bingo's a budget store with cheap pants and shoes.



Prolaps is full of all the hottest brand names.



Train Hard is Prolaps' tagline so if you're into fitness it's the place to go. It also sells specialist sports equipment.

SCANDAL MONGER

GAME STARS LIVES ON

The consumer games exhibition, *Game Stars Live*, held at ExCel at the start of September has been hailed a huge success with more than 50,000 visitors. In excess of 300 games, including *Halo 2*, were playable. The organisers have already announced next year's show from 31st Aug – 4th Sep. Make a note in your diaries.



That's a lot of people playing a lot of games.

THE NEW GAMESMASTER TV SHOW?

Many of you will remember the TV programme *GamesMaster* from which your favourite magazine was born. You might also remember its original presenter, the genius Dominik Diamond, famous for his innuendos and for annoying Dave Perry. Unfortunately he's not returning to front another series of *GamesMaster*, but he will be presenting a new show on Bravo called *When Games Attack* – which is the next best thing.

PRINCE OF PERSIA GETS NEW NAME

Ubisoft have announced the official name of *Prince of Persia* 2. The prince's full title will be *Prince of Persia: Warrior Within*. It's currently scheduled for release on November 19th on PS2, GameCube and Xbox.

GAME FOR CHOCOHOLICS

Take Two are set to publish *Charlie and the Chocolate Factory* – a game based on the Tim Burton film due out next year. Anyone who's read the Roald Dahl book will know what's in store – a game featuring chocolate rivers, small orange people and fat, spoilt children.

LAS VENTURA INFO!

STOP PRESS. Info on third *GTA*: *SA city*! While in *Las Ventura* you can visit the following casinos – *V-Rock*, *Pirates in Men's Pants*, *Caligula's Palace*, *The Pink Swan* – and play blackjack, video poker, slots and craps. Avery Carrington from *Vice City* is on the massive Cowboy sign and Candy Suxx adorns an LV building! Plus Elvis impersonators!

HANDHELD OF THE FUTURE

>> We get hands on with the Tapwave Zodiac

You thought the handheld games market was soon to have its brims filled to capacity with the GBA, PSP and DS, but they aren't the only consoles you're going to have to take your pick from this time next year.

At EGN this month, we got hands on with yet another handheld contender, the Tapwave Zodiac, a US-developed part PDA, part gaming machine.

Looking similar to a normal PDA on the surface, the Zodiac incorporates a stylus for easy navigating of the Palm OS and all the organisational applications you'd expect. But it also has a neat (and very nice to use) thumbstick and shoulder button for gaming. Games will be downloadable from Tapwave's official site or bought in SD card form.

The ones we got to play were demos of *Duke Nukem*, *Doom* and *Stunt Driver* – which were up there with N-gage in terms of 3D on a handheld but unlikely to worry PSP.

Still it's early days and there are already some top games lined up including *Tony Hawk's 4*, *Tomb Raider* and *Neverwinter Nights*.

A retail price is yet to be confirmed for the UK, but in the US it costs between \$300-\$400 (approx. £160-£230) depending on the amount of in-built RAM you're after. It'll be hitting the shops in time for Christmas and we'll have a full test next issue.

HANDHELD ROUND-UP

The Zodiac has some stiff competition in store, with the Sony PSP and Nintendo DS due for launch in Japan this year and in the rest of Europe before March 2005. This month we've also heard news that Nintendo are working on a brand new puzzle game that could equal *Tetris* in terms of addictiveness and that the DS will come in a range of colours.

As well as the big players, the Zodiac will also be competing head to head with Gizmondo (a new UK-developed handheld we reported on in GM151). And we've heard that EA and Midway are among those interested in developing for the handheld. Tapwave will need to get working on securing some of its own big name games if it wants to stay in the race.

WHAT A LOVELY PAIR!

>> EA and Kelly Brook team up!

EA have signed the actress to star in *Need For Speed Underground 2*. Kelly will play Nikk, a racer described as 'looking as good out of the car as she does in it'. Yes, she has legs and everything.

A Bluetooth button activates wireless multiplayer. There are two slim shoulder buttons on either side.

Four buttons take care of most types of games.

Power Button. It'll go into sleep mode after two minutes though.

The first analogue stick on a handheld works nicely.

The top button selects stuff, the bottom takes you to this dull menu.

The screen's big, bright and touch sensitive for use with the stylus.

There are headphone sockets, recharging and dock ports on the underside of the Zodiac. It fits nicely in your hands too.

FLEXING THE SPECS

For those of you who like to know every last detail, the Tapwave Zodiac has the following...

- 3.8 inch screen with four times the resolution of the N-Gage and GBA
- Motorola ARM 9 processor and X-Forge 3D graphics engine
- Rechargeable battery lasting approx 3-10 hours depending on the applications you're running
- Choice of 32Mb or 128Mb of on-board memory
- Built-in MP3 player, photo and movie viewer
- Built in e-Book reader

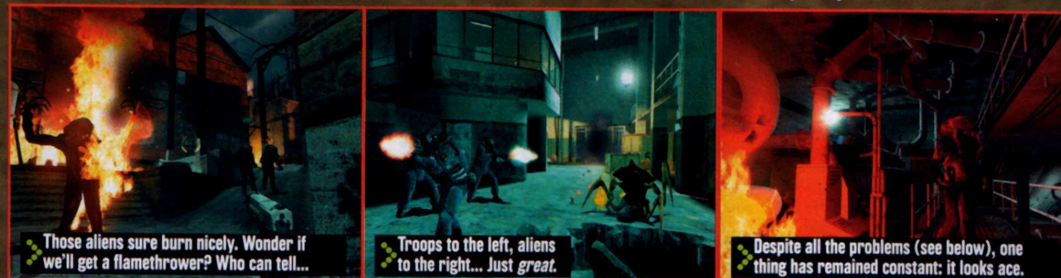
The display is backlit, sharp and BIG. N-gage must feel inadequate.

HALF-LIFE 2 FINISHED!

NO. REALLY.

>> We never thought we'd type that headline. The world's most wanted shooter is coming!

Valve are just keeping us hanging on in the wait for *Half-Life 2*. What we'd love is some review code so we can tell you exactly what it's like, but what do we get? Yep, some new screenshots. Cheers, guys. The latest word on actual code is that Valve are about to send a finished (yes, that's finished) version off to Vivendi. Then Vivendi will have to give it a good going-over before releasing it – at this rate we reckon it'll be mid-November before you see the game box in the shops! Review next month? We'd love to. Actually, let's be positive. We will review it next month! Hopefully...



Those aliens sure burn nicely. Wonder if we'll get a flamethrower? Who can tell...

Troops to the left, aliens to the right... Just great.

Despite all the problems (see below), one thing has remained constant: it looks ace.

HALF-LIFE 2 TIMELINE OF TRIBULATION

MAY 2003 OFFICIALLY ANNOUNCED	SEPT 2003 SOURCE CODE HACKED AND PINCHED	DEC 2003 NO SIGN OF HALF-LIFE 2	MAY 2004 NEW RELEASE DATE: Summer 2004	JULY 2004 VALVE HACKERS ARRESTED	AUG 2004 HALF-LIFE 2 GOES GOLD!	SEPT 2004 STILL NO HALF-LIFE 2
RELEASE DATE: 30 September	RELEASE DATE: End of 2003		FOR DEFINITE		OOPS, NO IT DOESN'T. IT WAS A HOAX	NO NEW RELEASE DATE. HO HUM...



THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST!

RESIDENT 4

NOW WITH
ADDED MAD
MONKS!

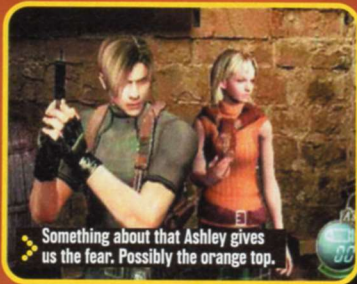


Nice fire effects. Hope you didn't want to go that way.

» And you thought the demented peasants were bad...

We don't need much of an excuse to bring you a barrage of shiny new *Resident Evil 4* shots. In fact, the only excuse we need is having some shiny new *Resident Evil 4* shots, and that's just what we've got!

We're hoping to have a proper hands-on bash at it in the very near future, but in the meantime enjoy a good old look at Leon, Ashley, Luis and the decidedly King Kong-like El Gigante. Ape-tastic!



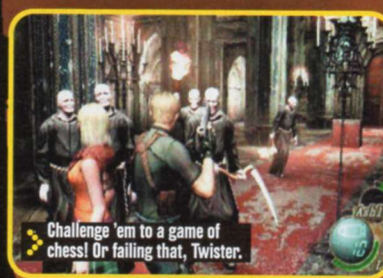
Something about that Ashley gives us the fear. Possibly the orange top.



El Gigante! Madre de Dios! Ay caramba!



Oof! Cheeky beggars, sneaking up like that.



Challenge 'em to a game of chess! Or failing that, Twister.

GLADIATORIAL GAMES AND GORE

» Step into the arena...

You thought *Manhunt* was shocking? So did we until we played Capcom's forthcoming PS2 gladiator game *Shadow of Rome*. There's something distinctly disturbing about slicing up helpless prisoners as they beg for their lives and... wait for it... actually soil their loin clothes in fear.

In the name of accurate historical representation, you can behead your opponents with a big sword, then throw their head into the crowd to ramp up your entertainment value.

It's violent stuff, but the combat system seems good even at this early stage. And the game's not just about slaughtering tigers and hacking off arms - the scrapping levels are



Hack off your opponents' legs and the game cheerfully refers to it as a 'tumble and fumble'.

alternated with more RPG/adventuring-style ones. Expect to be donning your shield and spiky ball of death in March next year.

SCANDAL MONGER

N-GAGE SELLS A MILLION

The Nokia N-Gage might have started off selling poorly, but the millionth game deck has just been shipped, making for quite respectable overall sales in the 11 months since its release. Nokia also say they have over 100,000 users signed up for N-Gage Arena where players can connect and play against other gamers all over the world.

KILLZONE 2



It's a zone of killing! Hence the clever title, you see.

The first one hasn't even grazed shop shelves yet and already developers Guerrilla, have revealed they're working on a sequel to the greatly anticipated *Killzone*. They've also stated the sequel will be for PS2 and not PS3, which suggests it'll be with us sometime next year. In the meantime, the first game is due out October or November time. Hopefully we'll have a review for you next issue.

ACCLAIM ARE LIQUIDISED BUT JUICED SURVIVES

Acclaim (publishers of *Burnout* and the *Turok* series) are this month filing for bankruptcy and the fate of its developers and unreleased games such as *Bard's Tale*, *100 Bullets* and *Combat Elite* are unknown. However, *Juiced*, which scored 84% in last month's GM, will still see release as soon as a new publisher is found.



If you fancy a bit of noise to drive to you might be interested in the *Juiced* soundtrack, which features music 'from and inspired by' the game itself. Among the 17 tracks, you'll find gems from the likes of Roni Size, Gabrielle and the Yeah Yeah Yeahs. It's available to buy right now, but you can also be in with a chance at winning one of the ten copies we have to give away. Just answer the following question: What creatures was Acclaim's *Turok* supposed to hunt? a) Lions b) Dinosaurs c) Pokémon. Send the answer, along with your details, to: Juiced Compo, Gamesmaster, 30 Monmouth Street, Bath, BA1 2BW.

STOP PRESS! MICROSOFT LAUNCH HALO 2 DESKTOP AGENT DOWNLOAD AT WWW.XBOX.COM/EN-GB/HALO2/DESKTOP

EIDOS BUILD A NEW STAR WARS GAME...

» ...out of Lego! GM gets the first play!

The co-op games where you can accidentally or otherwise kill or maim your partner are always the best. And not many games do it better than the forthcoming *LEGO Star Wars*. Our first hands on play of it had us hacking the legs and arms off one another, such is the fragile nature of Lego. Luckily, it's easy to get yourself stuck back together again.

LEGO Star Wars is looking simple to play but a lot of fun. You can switch between a whole range of good and Dark Side characters, there's a whole lot of combat and block-shifting puzzles and plenty of neat Lego touches.

As a new take on the Star Wars universe it's one of the best things we've seen for a while and it's expected out on PS2, XB, PC and GBA next April.



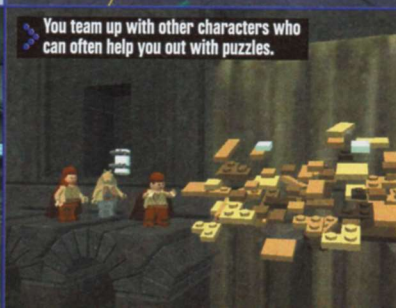
The game kicks off with you playing as Qui Gon and Obi Wan chopping through enemy droids.



Personally, we prefer the Lego versions. And they wield a light sabre just as well.



At points in the game, you get to take command of battle ships and blast enemies out of the sky.



You team up with other characters who can often help you out with puzzles.

NEW SCI OPS

» Four new SCi titles featuring gangs, battleships and comic book action!

SCi are keeping themselves busy, with four brand new titles announced featuring, probably, something for everyone. The two big names – at least as far as the GM comic

ROLL CALL



► Fire! And it's down to you to make it stop.



► This protect-the-city lark's just non-stop.

geeks are concerned – are *Rogue Trooper* and *Constantine*. Coming straight out of 2000AD-owning Rebellion, *Rogue Trooper*'s the game of one of 2000AD's most popular characters and puts you right into the thick of war on Nu-Earth, with your biochip buddies Gunnar, Helm and Bagman offering assistance for when your state-of-the-art weaponry just ain't enough. Look out for it next Autumn.

Constantine's based on the film *Constantine*, which is based on the Hellblazer comics. Keanu Reeves

plays John Constantine, a psychic investigator who can see demons. Sounds like a laugh, and any game that features a Holy Shotgun sounds good to us. It's out early next year.

SCi also have the Argonaut-developed *Roll Call*, a sort-of first-person shooter in which you control police, paramedics and the fire department. And *Battlestations: Midway*, an enormous World War II multiplayer spectacular that puts you in charge of planes, battleships and submarines. All coming out on PS2 and Xbox, with *Battlestations* on PC as well.

ROGUE TROOPER

► Southside yeah! It's the game comic fans have been waiting for! One of them...



◀ Early days yet, but *Rogue Trooper*'s already looking rather spiffing. Hurrah!

CONSTANTINE

► Those demons don't stand a chance against the might of Keanu. See! Lightning! Wow!



◀ We'd love a Holy Shotgun. Bet the Pope keeps them all to himself in real life, though.

BATTLESTATIONS MIDWAY

► There's not much happy talk in this bit of the South Pacific.



► Planes, boats and submarines – they're all yours for the taking.

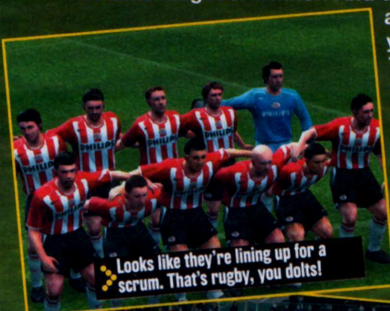
STOP PRESS! ELECTRONIC ARTS ANNOUNCE FIFA INTERACTIVE WORLD CUP. REGISTER AT WWW.FIFAINTERACTIVEWORLDCUP.COM

PRO EVO 4 GOES LIVE!

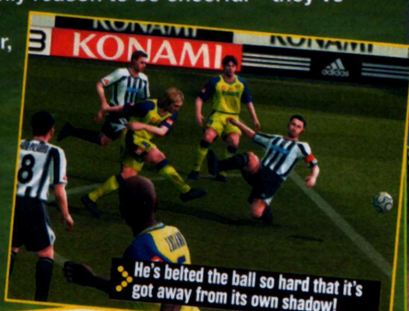
» Konami's new footy fiesta – online on Xbox!

Here's news to have you cheering from the terraces – Konami have confirmed that the Xbox version of *Pro Evolution Soccer 4* is going to be fully playable on Xbox Live, enabling you to test your footy skills against players worldwide and participate in online leagues. Winner! And that's not Konami's only reason to be cheerful – they've

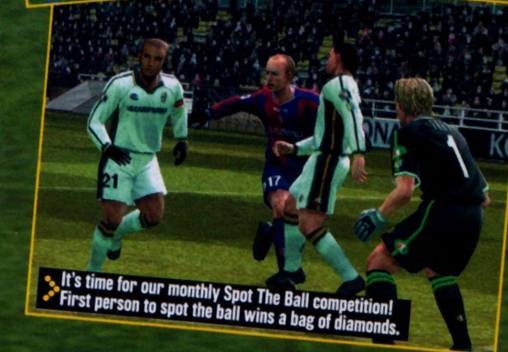
also tempted last year's FIFA cover star, Thierry Henry, away from EA to be the face of *Pro Evo 4*! How's that for va-va-voom? We'll be delivering our *Pro Evo 4* verdict next month – don't miss it!



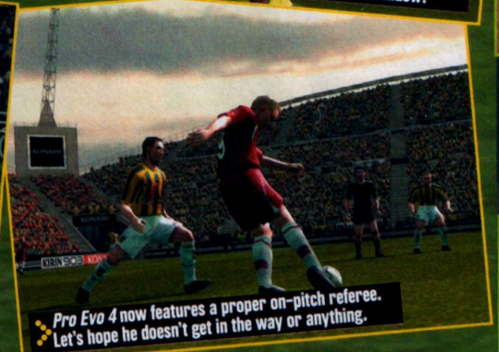
Looks like they're lining up for a scrum. That's rugby, you dolts!



He's belted the ball so hard that it's got away from its own shadow!



It's time for our monthly Spot The Ball competition! First person to spot the ball wins a bag of diamonds.



Pro Evo 4 now features a proper on-pitch referee. Let's hope he doesn't get in the way or anything.



Ooh! Got a pair! Do we shout SNAP or what?

What you need now is a Comedy Banana Skin card.

ACEEEEEEEID!

» Latest on Snake's PSP japes!



He might have a pack of cards, but Snake never goes out without a gun.

Metal Gear Acid, then. What's it all about? Konami aren't saying very much, but they've let out a whole new bunch of screenshots that give us a few clues, and it looks like Snake's PSP outing's going to be something rather special.

Rather than just give us a started-up *Metal Gear Solid*, Konami are creating a decidedly different game, a turn-based experience drawing on both *Metal Gear Solids* and using cards in a sort of Yu-Gi-Oh! style. You draw cards for things like weapons, actions, items and characters and then use them strategically. As to how it all works, we should have a better idea after the Tokyo Game Show where it's promised to be in playable form.



Grab your Socom for some tasty knee-shooting fun.

Bored with Snake? There's a new lady character as well. Snakette?



WWE DAY OF RECKONING



SCHOOL OF HARD KNOCKS

Take your created Superstar up the ranks in a completely original story mode all the way to the big time of  programming.



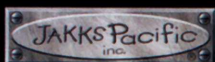
REDESIGNED GRAPHICS AND ENVIRONMENTS

New detailed models and crowd environments with dynamic lighting and pyrotechnic effects featuring TV-style presentation.

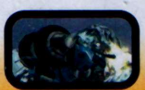


BRA & PANTIES

For the first time in a  GameCube product, choose your favourite  Divas and go head-to-head in the famous Bra & Panties Match.



The names of all World Wrestling Entertainment televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc. © 2004 World Wrestling Entertainment, Inc. All Rights Reserved. © 2004 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. Yuke's Co. Ltd. and its logo are trademarks and/or registered trademarks of Yuke's Co. Ltd. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.



ODDWORLD GETS STRANGER

>> Brand new screenshots of Stranger and co...

Last issue we told you EA's forthcoming *Oddworld Stranger* was looking top notch. Well, we've seen even more of the game and we're easily all the more excited for it.

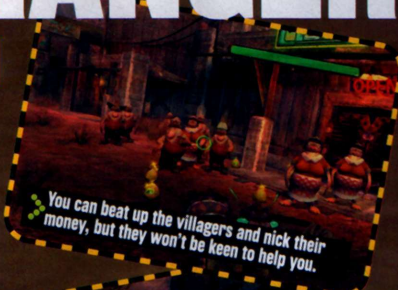
Shown to us by Lorne Lanning, President of Oddworld Inhabitants and creator of the *Oddworld* games, we saw the different types of live ammo you can use in the game.

The critters you fire from your crossbow range from the Chippunk that acts as bait and attracts enemies, to the Skunk Bomb, which chokes people with noxious gas. Sections could be tackled stealthily or with all guns blazing – Lanning said they wanted to give people a choice, although some sort of tactics are needed for survival later in the game.

Typically for an *Oddworld* game, there's loads of funnies in

there. The villagers who you can talk to have plenty of attitude and so do the critters when they're loaded up in your crossbow ready to be fired. At the moment, there's no option for multiplayer critter battles,

but if *Stranger* proves a success the next in the series could have full online play. We've got until Spring to wait for this instalment – in the meantime, check out our new shots of the action.



You can beat up the villagers and nick their money, but they won't be keen to help you.



The smell from the Skunk Bombs is so severe, it makes enemies puke up their stomachs.



Chippunks chat to you as they're sat in the crossbow. Upgrade them and they get a tanoy system that makes them even louder.



Stand on the edge of a cliff and you can appreciate the massive draw distances and luscious graphics.



You don't have to rely totally on your crossbow. In third-person, you can attack enemies with your bare fists.

STOP PRESS! EYETOY CHAT HAS SLIPPED! SONY HAVE ANNOUNCED IT NOW WON'T BE WITH US UNTIL JANUARY 2005!

ARE YOU A WINNER?

>> You may have already won a special prize! Read on!

Have you found anything unexpected in this month's GM? Something shiny and golden that fluttered out from between the pages as you opened up the magazine? If you did then you're one of our lucky golden ticket winners! Yay for you! And what does this curious

ticket of gold mean? It means you can march into your local branch of GAME, hand it over and receive an incredible free PS2 disc featuring demos of both *Crash: Twinsanity* and *Spyro: A Hero's Tail*, courtesy of our chums at Vivendi. How amazing is that? Very.

ROBOTECH INVADING PS2

>> New screens of robo blaster...

The latest *Robotech* game has ditched the cel-shading and is going for a proper realistic look. And it's looking good judging by these latest screenshots.

Robotech: Battlecry is a first-person shooter coming to us from Take Two. Playing as Locke, you start the game in basic body armour, but soon find a Cyclone – a powerful armoured suit crossed with a motorbike. You can transform between both throughout the game.

Robotech: Battlecry is due out on PS2 in October. Look out for our review very soon...



In your body armour, you can get airborne for a limited time.



The cel-shaded graphics have been replaced by a more realistic look.



Blasting with large guns and dodging missiles – sounds good to us.

MARIO GETS ON DA MIC

» Nintendo peripherals announced...

Recent rumours suggested Nintendo were about to release a camera peripheral, similar to Sony's Eye Toy, but it turns out the peripheral is actually a microphone.

Nintendo have officially announced the microphone will be available in the US on December 6th and will



Super Mario Ball has power-ups like lightning bolts and mushrooms.

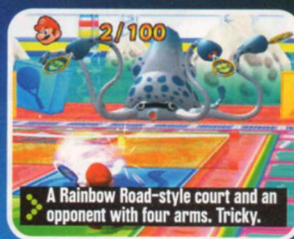


Mazzer gets pinged about pinball table levels heavily laden with Mushroom Kingdom favourites.

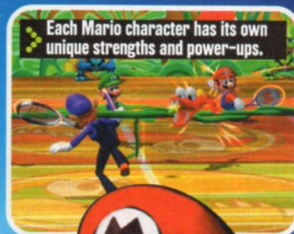
come bundled with Mario Party 6. The latest Mario Party game will include a separate 'mic mode' where players use the microphone to answer quiz questions. It's not been confirmed if we can expect a karaoke game later on, but we'd be surprised if there isn't a Donkey Konga-style singing game in the works.

As well as Mario Party 6, there are a further two new Mario games due out in the next few months. Super Mario Ball - yep, that's Mario in a ball and not a monkey - is an adventure crossed with a pinball game. You steer Mario through the Mushroom Kingdom using the flippers at the bottom of each arena. It's in development by Fuse Games and will be out on the GBA in November.

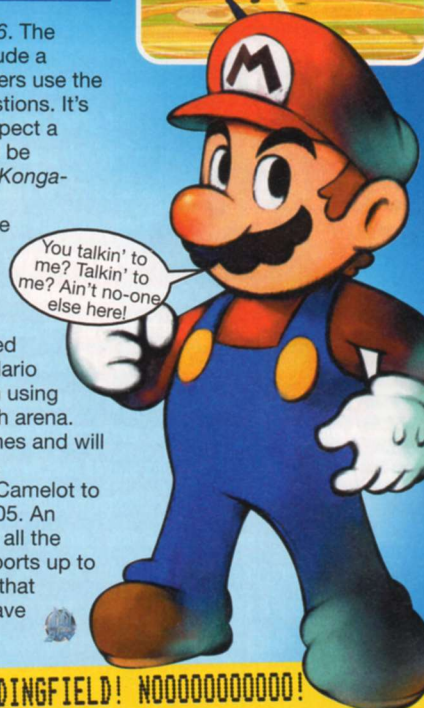
Mario Tennis is coming from Camelot to the Gamecube at the start of 2005. An update of the N64 game, it's got all the usual Mario characters and supports up to four players. Never let it be said that Nintendo have abandoned our fave tradesman/platform god.



A Rainbow Road-style court and an opponent with four arms. Tricky.



Each Mario character has its own unique strengths and power-ups.



SCANDAL MONGER

CHAMP MAN GOES ONLINE

Eidos are to launch the stand-alone game *Championship Manager Online*, a subscriptions-based massively multiplayer incarnation of the series. In it, you'll be able to join a league where there will only be one of each player for people to sign. Due out in January 2005, a subscription price is yet to be confirmed. For more details and to pre-register, head to <http://cm-online.com>.

FINAL FANTASY PARTY

Square Enix have announced a new PS2 party game called *Final Fantasy & Dragon Quest in Itadaki Street Special*. The game will feature characters from both the *Final Fantasy* and *Dragon Quest* series. It's due out in Japan before Christmas this year, but a UK release is still to be confirmed.

VIVENDI DOING A GTA?

It sounds like a *GTA* clone with its violence and gangster dealings, but Vivendi are actually making a game of the classic gangster film *Scarface*. In this third-person action shooter, you take on the role of Tony Montana and have to chuck your weight around to see through a variety of dodgy business deals. *Scarface* will be coming out on PS2 in autumn 2005.

DRAGON BALL PREQUEL?

Banpresto have announced they are releasing a brand new *Dragon Ball* game for the GBA in Japan this November. The game is entitled *Dragon Ball Advance Adventure* and the story appears to take place before the present games, when Goku is still a child. We'll have more info for you soon.

SUPER MONKEY MADNESS

So far, Sega's *Super Monkey Ball* series has only been released on the Gamecube. But Sega have announced Xbox and PS2 are getting their very own *Super Monkey Ball Deluxe*. The game will feature 300 stages - 46 of which are exclusive to Deluxe. Online play hasn't been confirmed, but it'd surely be a crime not to be able to play *Monkey Fight* online. The game is scheduled for release in early 2005.

STOP PRESS! SINGSTAR 2 TRACKS ANNOUNCED. INC NATASHA BEDINGFIELD! NOOOOOOOOOOO!

CHRISTMAS COMES EARLY!

» Not literally. It's still on December 25th

No, it's not really Christmas yet, but both Microsoft and Sony seem to have torn a few pages off their calendars without realising and pulled on their Santa outfits.

Or rather, they've both slashed the prices of their lovely consoles to a penny under a hundred quid each! Which is silly money, frankly! And they're not the only

ones to get all generous in the run-up to Xmas - while Nintendo couldn't possibly sell the Gamecube any cheaper than they are at the moment, we reckon they're set to slash the price of the GBA SP over here after knocking \$20 off over in America. There's never been a better time to buy a new console - why not complete the set?

WHICH BUNDLE WOULD YOU WANT TO FIND IN SANTA'S SACK? FOR JUST £140 THIS CHRISTMAS YOU'LL BE ABLE TO CHOOSE BETWEEN...

A SUPER-DUPER PS2 COMPLETE WITH GTA SAN ANDREAS!

A SPIFFY XBOX ALONG WITH A SPANKING NEW COPY OF HALO 2!

A SHINY GAMECUBE WITH METROID PRIME 2: ECHOES AND PLENTY OF CHANGE!



Now that's a bargain, isn't it?



This is definitely a bargain. £140 for all this!



Actually this is a bargain.

THE BIG XMAS SHOWDOWN!

So which is going to be the Christmas Number One choice? We've just got off the phone to Honest Tom, the tiny bookie, and he reckons that while *GTA's* going to fly off the shelves when it comes out, it'll have slowed down by December, leaving room for *Halo 2* to sneak in. As for *Metroid Prime 2: Echoes*, he says it's a rank outsider no matter how good it is. And what about all those other games vying for your attention? He's taken a look at the schedules and come up with the definitive odds. Check out our festive form sheet.

THOSE XMAS ODDS IN FULL:

HALO 2	3/1
GRAN TURISMO 4	3/1
FOOTBALL MANAGER 2005	3/1
GTA SAN ANDREAS	4/1
ZELDA: FOUR SWORDS	5/1
NEED FOR SPEED UNDERGROUND 2	5/1
GOLDENEYE: ROGUE AGENT	7/1
DOOM 3 (XB)	10/1
METROID PRIME 2: ECHOES	10/1
DUKE NUKEM FOREVER	10000/1 BAR



Deluxe features all the levels from the GC plus 46 exclusive ones.



CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

Software charts compiled by ChartTrack, ©2003 ELSPA (UK) Ltd.
www.elspa.com Words: Jim McCauley

UK TOP 20 GAMES CHART

ChartTrack

GM uses the ChartTrack chart - the only chart officially recognised by the UK software industry. Get the full 20 in GM every month! It's the only chart that counts!

Last week
2 weeks ago
3 weeks ago
Weeks on chart

NO.	GAME	WHAT'S IT ALL ABOUT?	FORMAT	PUBLISHER	PREVIOUS POSITIONS			
1	Athens 2004	Just be careful that you don't wear your fingerprints out.	PS2	Sony	2	3	5	9
2	Spider-Man 2	Marvel as crawler continues to cling on to those top places.	PS2, XB, PC, GC	Activision	3	2	1	8
3	Doom 3	If only Martians were tiny little green men not slaving beasts.	PC	Activision	1	1	-	3
4	Driver 3	Time for some Reflection on this duff pedal and pistol affair.	PS2, XB	Atari	5	4	2	11
5	Rainbow Six 3: Black Arrow	Ding Chavez. Is he the missing cousin of Bing Crosby?	XB	Ubisoft	4	-	-	2
6	Shrek 2	The green party keeps getting your vote at £40 per tick.	PS2, PC, GC, GBA	Activision	6	7	3	11
7	FIFA 2004	It's like so last year. Or it will be if once you've read about 2005.	PS2, XB, PC	EA	10	9	7	44
8	Need For Speed Underground	Feel the horsepower Corsa through your veins? Why not?	PS2, XB, PC	EA	7	6	4	41
9	The Simpsons: Hit & Run	Driving game or bizarre boxing/diarrhoea crossover? You decide.	PS2, XB	Vivendi	-	19	18	33
10	Medal of Honor: Rising Sun	Rising expectations and plenty of Eastern promise for EA.	PS2, XB, GC	EA	14	-	20	23
11	Formula 1 04	Another racer that obviously presses all your (Jenson) Buttons.	PS2	Sony	9	8	9	5
12	America's Ten Most Wanted	A surprise appearance for the terrorist hunter at a discount price.	PS2	Play It	8	8	12	3
13	LOTR: Return of the King	Not much of a return - it's stayed exactly where it was last month!	PS2, XB, PC	EA	13	16	13	32
14	International Cue Club	"I would never join any club that would accept me as a member."	PS2	Midas	18	-	-	4
15	The Sims: Bustin' Out	Those Sims keep on bustin' out. Someone lock them in properly!	PS2, XB, GBA	EA	12	10	11	23
16	Singstar	That's song dealt with. Now what about the wine and women?	PS2	Sony	19	16	-	3
17	Chronicles Of Riddick	Vin Diesel. It sounds like the worst type of wine in the world.	XB	Vivendi	5	6	9	3
18	Sonic Heroes	A bit like Cadbury's Heroes, but less chocolatey. Crunchier, though.	PS2, XB, GC	Sega	19	15	6	28
19	GTA: Vice City	Still hanging in there. Not once <i>San Andreas</i> comes out, we'll bet.	PS2, XB, PC	Rockstar	-	20	16	79
20	Red Dead Revolver	How the West was won. The Wild West, that is. Not Somerset.	XB	THQ	-	-	-	6

US CHARTS

Doom 3 clings to the top spot for another month, but what's that down at number nine? *Halo 2* Lots of merkins acquainting themselves in readiness for *Halo 2*, we reckon. Nutters!



US CHARTS

No.	Game	Format
1...	Doom 3	PC
2...	Madden NFL 2005	PS2
3...	Pokémon Fire Red	GBA
4...	Pokémon Leaf Green	GBA
5...	Pikmin 2	GC
6...	Madden NFL 2005	XB
7...	Tournament Poker: No Limit	PC
8...	MS Flight Sim 2004	PC
9...	Halo	XB
10...	Civilization 3	PC

MEDALS

That's enough, thank you. We've had more Olympics than we can take. Still, what with the games being over for the next four years we can confidently predict that this one won't be troubling the top of the charts next month.



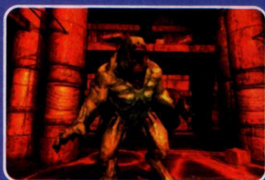
▲ Emotions can run high after the big race. We're not sure whether these two are about to hug or kill each other.



▲ The women's freestyle levitation competition is exciting at first, but it tends to drag on for a bit. Drop already!

MEDDLING

When will scientists ever learn? Toy with the lost technology of ancient civilisations and before too long you're going to be up to your armpits in face-chewing demons. Makes for good shooting, but still. Ban scientists now, we say!



▲ It's all very well at first. Test tubes, petri dishes, the good of humanity and all that. But there's always one...



▲ What's this got to do with the good of humanity, eh? It's like Dolly the cloned sheep all over again. But deadlier.

MEDLEY

Looks like crazy karaoke singing games are the new big thing! *Singstar*'s still tickling the charts' tonsils, and coming soon is *Get On Da Mic*. Course, that's not really singing, is it? Just shouting and that. And it doesn't have proper tunes.



▲ Unfair on boys! Everyone knows girls can do much better Justin Hawkins impressions with their squeaky voices.



▲ For the authentic Busted experience, get a thick black marker pen and scribble liberally on your eyebrows.

JAPAN CHARTS

Good show, Mario! Three whole positions in the top ten owned by the world's favourite plumber! And that Super Mario Ball's looking a bit tasty, don't you think?



JAP CHARTS

No.	Game	Format
1...	Genso Suikoden IV	PS2
2...	World Soccer Winning Eleven 8	PS2
3...	Fullmetal Alchemist: Dream Carnival	PS2
4...	Super Mario Ball	GBA
5...	Taiko Rissshiden V	PS2
6...	Super Mario Bros. 2	GBA
7...	Paper Mario RPG	GC
8...	Jikkyū Powerful Pro Baseball 11	PS2
9...	Jissen Pachislot Hisshouhou Hokutenoken	PS2
10...	Summon Night: Craft Sword Monogatari 2	PS2



GAMESMASTER'S ESSENTIAL GAMING CALENDAR... FIND OUT WHAT'S IN THE SHOPS, AND WHEN...

COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule there is, so you can find out exactly what's on the horizon for your chosen format.

OCTOBER

1st	POKÉMON LEAF GREEN	Nintendo	GBA
1st	POKÉMON FIRE RED	Nintendo	GBA
1st	EVIL GENIUS	Vivendi	PC
1st	MYST 4: REVELATION	Ubisoft	PC
1st	SHARK TALE	Activision	GC
1st	SHARK TALE	Activision	GBA
1st	ROME - TOTAL WAR	Activision	PC
1st	PSI OPS - THE MINDGATE CONSPIRACY	Midway	PS2
1st	PSI OPS - THE MINDGATE CONSPIRACY	Midway	XB
1st	ROCKY LEGENDS	Ubisoft	XB
1st	ROCKY LEGENDS	Ubisoft	PS2
1st	KNIGHTS OF HONOR	EA	PC
1st	STAR OCEAN TILL THE END OF TIME	Ubisoft	PS2
1st	PACIFIC WARRIORS 2 DOGFIGHT	Midas	PS2
1st	DEF JAM FIGHT FOR NEW YORK	EA	PS2
1st	DEF JAM FIGHT FOR NEW YORK	EA	XB
1st	DEF JAM FIGHT FOR NEW YORK	EA	GC
1st	OBSCURE	Ubisoft	PS2
1st	OBSCURE	Ubisoft	XB
1st	OBSCURE	Ubisoft	PC
1st	CRESCENT SUZUKI RACING: SUPERBIKES	Midas	PS2
1st	AMERICA'S TEN MOST WANTED	Play It	XB
1st	LAMBORGHINI FX	Titus	PS2
1st	ROBOCOP	Avalon	GC
1st	IRON PHOENIX	Sammy	XB
8th	PIKMIN 2	Nintendo	GC
8th	TOCA RACE DRIVER 2	Codemasters	PS2
8th	COSSACKS 2 NAPOLEONIC WARS	CDV	PC
8th	CLUB FOOTBALL 2005	Codemasters	PS2
8th	CLUB FOOTBALL 2005	Codemasters	PC
8th	CLUB FOOTBALL 2005	Codemasters	XB
8th	NHL 2005	EA	PS2
8th	NHL 2005	EA	GC
8th	FABLE	Microsoft	XB
8th	OUTRUN 2	Sega	XB
8th	GRADIUS V	Konami	PS2
15th	FIFA 2005	EA	XB
15th	FIFA 2005	EA	PS2
15th	FIFA 2005	EA	GBA
15th	FIFA 2005	EA	GC
15th	DONKEY KONGA	Nintendo	GC
15th	TOTAL CLUB MANAGER 2005	EA	PC
15th	MADDEN NFL 2005	EA	PC
15th	NBA BALLERS	Midway	PS2
15th	OPERATION AIR ASSAULT	Midas	PS2
15th	DANCE DANCE REVOLUTION EXTREME	Konami	PS2
15th	PAINKILLER	Dreamcatcher	XB
15th	POWERDROME	Ubisoft	PS2
15th	POWERDROME	Ubisoft	XB
15th	McFARLANE'S EVIL PROPHECY	Konami	PS2
15th	SEGA SUPERSTARS	Sega	PS2
22nd	GTA: SAN ANDREAS	Rockstar	PS2
22nd	GTA: SAN ANDREAS	Rockstar	GBA
22nd	VIEWTIFUL JOE	Capcom	PS2
22nd	LMA MANAGER 2005	Codemasters	PS2
22nd	LMA MANAGER 2005	Codemasters	PC
22nd	LMA MANAGER 2005	Codemasters	XB
22nd	HOUSE OF THE DEAD 3	Sega	PC
22nd	CRIMSON TEARS	Capcom	PS2
22nd	FUTURE TACTICS	Jowood	PS2
22nd	FUTURE TACTICS	Jowood	GC
22nd	FUTURE TACTICS	Jowood	XB

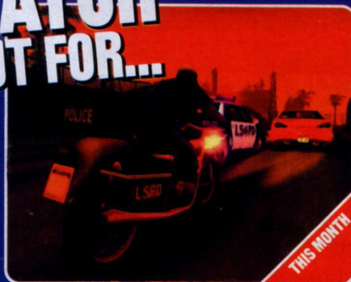
22nd	SLY 2 - BAND OF THIEVES	Vivendi	PC
22nd	TOP SPIN	Atari	PC
22nd	SHARK TALE	Activision	PC
22nd	NBA LIVE 2005	EA	GC
22nd	PAYBACK	Zoo	GBA
22nd	CHAMPIONSHIP MANAGER 5	Eidos	PC
29th	WARHAMMER 40,000 DAWN OF WAR	THQ	PC
29th	STREET FIGHTER ANNIVERSARY COLLECTION	Capcom	XB
29th	KINGDOM UNDER FIRE - THE CRUSADERS	Phantagram	XB
29th	LEISURE SUIT LARRY - MAGNA CUM LAUDE	Vivendi	PC
29th	LEISURE SUIT LARRY - MAGNA CUM LAUDE	Vivendi	PS2
29th	LEISURE SUIT LARRY - MAGNA CUM LAUDE	Vivendi	XB
29th	X-MEN LEGENDS	Activision	XB
29th	X-MEN LEGENDS	Activision	GC
29th	X-MEN LEGENDS	Activision	PS2
29th	TRIBES - VENGEANCE	Vivendi	PC
29th	MIDWAY ARCADE TREASURES 2	Midway	XB
29th	MIDWAY ARCADE TREASURES 2	Midway	PS2
29th	TONY HAWK'S UNDERGROUND 2	Activision	PS2
29th	TONY HAWK'S UNDERGROUND 2	Activision	XB
29th	NBA LIVE 2005	EA	XB
29th	NBA LIVE 2005	EA	PS2
29th	NBA LIVE 2005	EA	PC
29th	FORD RACING 3	Empire	XB
29th	FORD RACING 3	Empire	PC
29th	FORD RACING 3	Empire	PS2
29th	LONDON RACER UNDERGROUND	Davilex	PS2
29th	FIGHT CLUB	Vivendi	XB
29th	GET ON DA MIC	Eidos	PS2
29th	TOTAL CLUB MANAGER 2005	EA	PS2
29th	TOTAL CLUB MANAGER 2005	EA	XB
29th	ISLE OF MAN TT SUPERBIKES	Jester	PS2
29th	KNIGHT RIDER 2	Davilex	PS2
29th	DRAKE OF THE 99 DRAGONS	Vivendi	XB
29th	DRIVER 3	Atari	PC
29th	DIGIMON RUMBLE ARENA 2	Atari	XB
29th	DIGIMON RUMBLE ARENA 2	Atari	PS2
29th	TY THE TASMANIAN TIGER 2	EA	PS2
29th	TY THE TASMANIAN TIGER 2	EA	XB
29th	TY THE TASMANIAN TIGER 2	EA	GBA
29th	PREMIER MANAGER 2004/2005	Zoo	PC
29th	PREMIER MANAGER 2004/2005	Zoo	GBA
29th	PREMIER MANAGER 2004/2005	Zoo	PS2
29th	SHADOW OPS - RED MERCURY	Atari	PC
29th	HAMTARO - RAINBOW RESCUE	Nintendo	GBA
29th	SECOND SIGHT	Codemasters	PC
29th	DANCING STAGE FUSION	Konami	PS2
29th	SHARK TALE	Activision	XB
29th	SHARK TALE	Activision	PS2
29th	CRASH BANDICOOT TWINSANITY	Vivendi	XB

NOVEMBER

5th	MORTAL KOMBAT DECEPTION	Midway	XB
5th	MORTAL KOMBAT DECEPTION	Midway	PS2
5th	YAMPIRE THE MASQUERADE BLOODLINES	Activision	PC
5th	MATRIX ONLINE	Vivendi	PC
5th	LORD OF THE RINGS - THE THIRD AGE	EA	XB
5th	LORD OF THE RINGS - THE THIRD AGE	EA	PS2
5th	LORD OF THE RINGS - THE THIRD AGE	EA	GC
5th	LORD OF THE RINGS - THE THIRD AGE	EA	PC
5th	PLAYBOY - THE MANSION	Ubisoft	PS2
5th	FLAT OUT	Empire	XB
5th	FLAT OUT	Empire	PS2
5th	FLAT OUT	Empire	PC

5th	MIDWAY ARCADE TREASURES	Midway	PC
5th	NARC	Midway	PS2
5th	YU-GI-OH! THE DAWN OF DESTINY	Konami	XB
5th	PSI OPS: THE MINDGATE CONSPIRACY	Midway	PC
5th	EYE TOY PLAY 2	Sony	PS2
5th	PROJECT MINERVA	Midas	PS2
5th	I NINJA	Zoo	GBA
11th	HALO 2	Microsoft	XB
12th	EVERQUEST 2	Ubisoft	PC
12th	MEDAL OF HONOR PACIFIC ASSAULT DVD	EA	PC
12th	THE URBZ	EA	PS2
12th	THE URBZ	EA	XB
12th	THE URBZ	EA	GC
12th	THE URBZ	EA	GBA
12th	PAPER MARIO 2	Nintendo	GC
12th	RATCHET AND CLANK 3	Sony	PS2
12th	SHADOW HEARTS - COVENANT	Midway	PS2
12th	PLAYBOY - THE MANSION	Ubisoft	PC
12th	PLAYBOY - THE MANSION	Ubisoft	XB
12th	THE LEGEND OF ZELDA - THE MINISH CAP	Nintendo	GBA
12th	POOL SHARK 2	Zoo	PC
12th	POOL SHARK 2	Zoo	XB
12th	POOL SHARK 2	Zoo	PS2
12th	POOL SHARK 2	Zoo	PC
19th	NEED FOR SPEED UNDERGROUND 2	EA	PS2
19th	NEED FOR SPEED UNDERGROUND 2	EA	XB
19th	NEED FOR SPEED UNDERGROUND 2	EA	PC
19th	NEED FOR SPEED UNDERGROUND 2	EA	GC
19th	NEED FOR SPEED UNDERGROUND 2	EA	GBA
19th	THE GETAWAY - BLACK MONDAY	Sony	PS2
19th	TALES OF SYMPHONIA	Nintendo	GC
19th	TOM CLANCY'S GHOST RECON 2	Ubisoft	XB
19th	TOM CLANCY'S GHOST RECON 2	Ubisoft	PC
26th	PRO EVOLUTION SOCCER 4	Konami	PS2
26th	PRO EVOLUTION SOCCER 4	Konami	XB
26th	PRO EVOLUTION SOCCER 4	Konami	PC
26th	SMACKDOWN VS RAW	THQ	PS2
26th	ROLLERCOASTER TYCOON 3	Atari	PC
26th	KILLZONE	Sony	PS2
26th	METROID PRIME 2 - ECHOES	Nintendo	GC
26th	DEAD OR ALIVE ULTIMATE	Microsoft	XB
26th	CALL OF DUTY FINEST HOUR	Activision	XB
26th	CALL OF DUTY FINEST HOUR	Activision	PS2
26th	CALL OF DUTY FINEST HOUR	Activision	GC
26th	CRASH BANDICOOT TWINSANITY	Vivendi	PS2
26th	SPLINTER CELL - CHAOS THEORY	Ubisoft	XB
26th	SPLINTER CELL - CHAOS THEORY	Ubisoft	PC
26th	DRAGON BALL Z - BUDOKAI 3	Atari	PS2
26th	MARIO PARTY 6	Nintendo	GC
26th	OUTLAW GOLF 2	Take Two	XB
26th	WORLD RALLY CHAMPIONSHIP 4	Sony	PS2
26th	PRINCE OF PERSIA 2 - WARRIOR WITHIN	Ubisoft	PC
26th	PRINCE OF PERSIA 2 - WARRIOR WITHIN	Ubisoft	PS2
26th	PRINCE OF PERSIA 2 - WARRIOR WITHIN	Ubisoft	XB
26th	BLACK AND WHITE 2	EA	PC
26th	SID MEIER'S PIRATES!	Atari	PC
26th	STARCRRAFT GHOST	Vivendi	XB
26th	STARCRRAFT GHOST	Vivendi	PS2
26th	STARCRRAFT GHOST	Vivendi	GC
26th	DEVIL MAY CRY 3	Capcom	PS2
26th	TOM CLANCY'S GHOST RECON 2	Ubisoft	GC
26th	MIDNIGHT CLUB 3 DUB EDITION	Rockstar	XB
26th	AREA 51	Midway	XB
26th	AREA 51	Midway	PS2

WATCH
OUT FOR...



GTA: SAN ANDREAS (PS2, GBA)

Oh yes. And what about this GBA version, eh? Talk about unexpected!



RATCHET AND CLANK 3 (PS2)

Back once again, just like the renegade master. Jak 3's out too. Coincidence?



THE LEGEND OF ZELDA (GC)

Cel-shading, be gone! Our little Link's all grown up and ready for action.



MGS3: THE SNAKE EATER (PS2)

It's tumbled down the schedules again! It'll probably come out one day.

PREVIEWS



METROID PRIME 2: ECHOES

We go hands on with Samus the bounty hunter in this super-shiny sequel to Nintendo's superb smash hit

GAMES FIRST ♦ THE NEWEST GAMES FIRST ♦ THE NEWEST GAMES FIRST ♦ THE NEWEST GAMES FIRST ♦ THE NEWEST GAME

OUT: NOVEMBER

FORMAT: XB
PRICE: £40

DEVELOPER: ROCKSTAR SAN DIEGO
PUBLISHER: ROCKSTAR

SPECIAL FEATURES:
OTHER FORMATS: ONLINE PS2

CALL: 01753 854 444
PLAYERS: 1-4

PREVIEWER



Kath Brice

Factpack

The stuff you need to know...

Cities	3
Types of car	40+
Types of motorbike	8+
Number of racers	8

Midnight Club 3: DUB Edition

LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDA

Rockstar pimp their illegal street racing ride by adding car modding mayhem on an unprecedented scale. GM gets under the rims!

If you've never read *DUB* magazine, allow us to fill you in. It's full of rappers and nightclub owners who spend their days cruising LA in Lamborghinis or racing Ducatis. And not just 'average' Lamborghinis either – they've had their

kerb-crunching suspension lowered an extra three inches to make them look über-cool and had \$25,000 stereo systems installed.

While it's safe to assume this level of customisation is beyond the reach of most of us, *Midnight Club 3* gives wannabe modders a chance to create souped-up pimp machines that'd have *DUB*'s MCs crying into their snakeskin leather steering wheels – and all for the price of a couple dozen Magic Tree air fresheners.

Rockstar have teamed up with *DUB* for the third game in the *Midnight Club* series, meaning that as well as tearing through town centres at ridiculous speeds, you also get to customise your rides to within an inch of their lives.

MOD-EL LOOKS

And while the *DUB* licence allows for some serious modding, the cars aren't the only stars of *Midnight Club 3*. The dark, gritty visuals of the previous game have been

replaced by bigger and more spectacular looking cities. As you speed through the virtual Detroit, Atlanta and San Diego, the city lights blur around you, wet streets and

...as you speed through the virtual cities the lights blur around you...

cars reflect the lights perfectly and the roads are much more populated. It looks like a different game, but in structure it still has the addictive checkpoint races and drivers with improved AI who crash and ram into one another and take different routes each time they race.

All that and the option to race a purple spray-painted Cadillac with pink undercar neon and a boy-racer enraging super spoiler. It's given us no end of ideas for our own Nissan Micra.

Softography

These guys have also made...

Midnight Club	78%
Midnight Club 2	91%
Smuggler's Run 2	81%
GTA Double Pack PS2	97%



p.28

THE URBZ

So you wanna be in their gang? The kids from *Sim City* discover just how tough it is on the mean streets of this crazy town!



p.36

KILLZONE

Get in the 'zone' with this gritty and brutal first-person shooter and find out exactly what's in store on its bloody battlefields!

PLUS!

CRASH: TWINSANITY	24
BACKYARD WRESTLING	26
SHARK TALE	30
GHOST RECON 2	32
MORTAL KOMBAT: DECEPTION	38
LOTR: BATTLE FOR MIDDLE EARTH	40

FIRST ♦ THE NEWEST GAMES FIRST ♦ THE NEWEST GAMES FIRST ♦ THE NEWEST GAMES FIRST ♦ THE NEWEST GAMES FIRST ♦ THE



01 02



03 04



01 Instead of being given a car at the end of a race, you can buy what you fancy. 02 Vehicle classes range from motorbikes to trucks. 03 Don't like your car's colour? You can spray it whatever shade you like. 04 The Mitsubishi Eclipse comes with a beast of a spoiler as standard, but you can make it bigger...

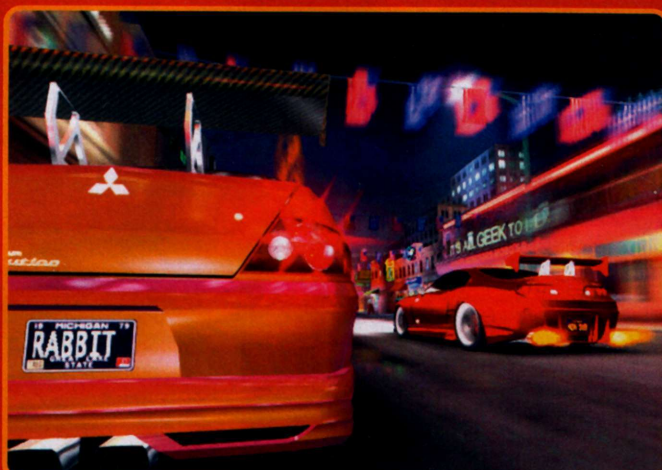
Check The Points! Eight Into One Narrow Alley Won't Go!

Up to eight people can race against each other online. The mad checkpoint races and arcade handling of the cars suit playing over the net massively. Not all the multi-player modes have been revealed yet, but expect old favourites such as

Capture the Flag and Detonate, as well as some new ones. Race Editor is also back with more options than ever.

▶ With everyone racing in uniquely customised cars, races are more exciting. You can store up to 20 modded cars in the garage.

▶ Choose sports cars for a ridiculously fast race and muscle cars if you fancy smashing each other around.



Double The Damage

There's around 50 different types of car and motorbike to drive in the game and all feature full damage modelling. In true *Midnight Club* arcade-style though, damage won't affect your car's handling. It'll just make it look more mung than bling.



▲ This Chrysler looks the part at the start of the race but by the end it could be a bit worse for wear.



▲ The roads are busier with traffic than in previous games, so crashing is more likely than ever.



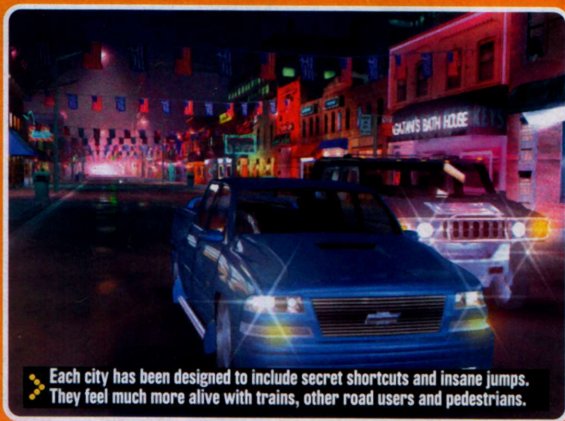
▲ Vehicles like the Hummer are slower, but the game's never *really* slow and there's always the nitro boost.



▲ Smash into another car and sparks fly, and if you're really lucky, parts will fly off.

Hot In The City

There are three new cities to race through – San Diego, Atlanta and Detroit. And having huge open cities no longer means dark visuals.



▲ Each city has been designed to include secret shortcuts and insane jumps. They feel much more alive with trains, other road users and pedestrians.

What's The Point?

Cruise around the city, looking for someone to race then follow them to the starting line. Most are checkpoint races which means you can find shortcuts. The previous games were hard – Rockstar say *MC3* will be less severe.



On Your Bike

There are at least eight different types of motorbike to ride, separated into Sport Bike and Chopper categories. Their handling is much more forgiving than it was in *Midnight Club 2*.



▲ You can lean on corners and pull off wheelies on a Chopper. You can also fly off the thing at 100mph.

It's All In The Bodywork, Baby!

One of the most exciting things about *Midnight Club 3* is the chance to modify every vehicle using cash won in races with style and performance upgrades. It's not just a hastily included extra either – the *Club*'s association with DUB magazine means it's got hundreds of licensed parts and makes sure you can combine them in ways that'd keep the most hardcore of car modders happy. Loads of part manufacturers have been signed up already, but there'll be even more in the finished game.

BODY KITS

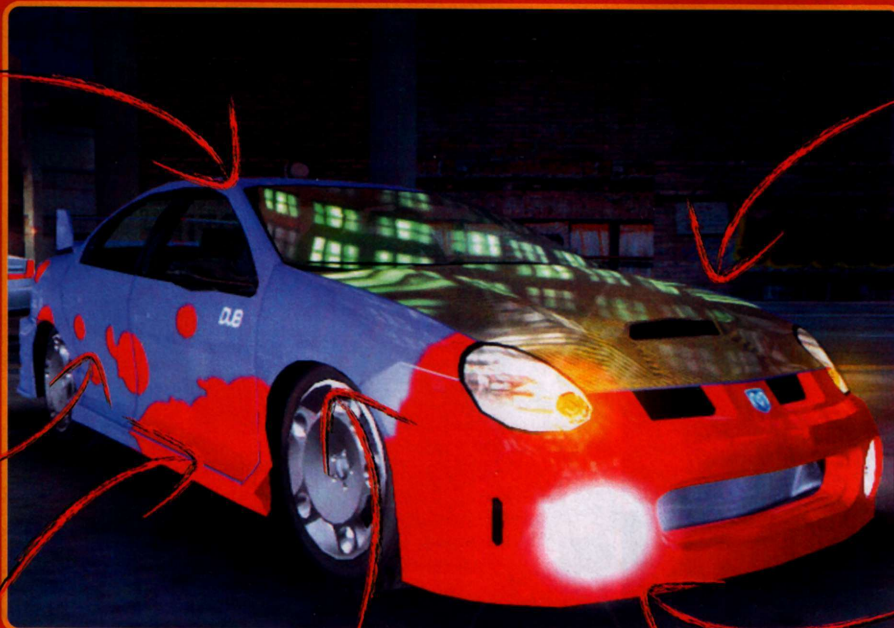
(Bomex USA, VIS Racing)
Half the fun of *Midnight Club 3* is customising your rides to make them unique (or just extreme). Body kits include mammoth spoilers, hoods, trunks and bumpers. And not only can you spray your car whatever colour you fancy, you can stick up to five layers of paint on it. Special...

BRAKES/CLUTCH

(Brembo, ACT, Clutch Masters)
Out of the performance parts, brakes are always a good place to start and a good clutch is a bonus...

SUSPENSION

(Elbach Springs, TEIN)
In other lesser games you might fit new suspension to help you corner better. In *MC3*, its main use is to make your car look cooler. You can sink your car to depths you never thought possible and really scrape that bumper along the pavement.



RIMS

(Davin, Giovanna, Konig, Performance Machine, RC Components, TIS)
We bet you never thought there was such a big difference between one rim and another (ahem), but apparently there is and they matter a lot in the world of car customisation. *MC3* gives you a huge range of styles and colours ranging from stylish chrome to luminous orange.

SUPER

CHARGERS/ENGINE MODS
(Jackson Racing, NOS, Paxton/Vortech, Volant, Weiland)

You want an engine with a nitrous system and that's where these come in useful. As well as nitro, you can also fit yourself a cool air intake system that increases everything you want increasing – like horsepower.

MISC PARTS

(AEM, APC, A'PEX, DC Sports, Perse Performance)
Other manufacturers are lending their name to in-game car parts from exhaust systems to alloy wheels.

LIGHTS

(Elegante, StreetGlow)
Not only can you add fog lights to the front of your car for some extra glow, neon kits come in a whole range of colours for under the car and there's even strobe lighting if you really want to get noticed.

Top Of The Class

The different vehicle classes in the game include Classic/Muscle (1970 Pontiac, 1968 Chevy Corvette, 1969 Dodge Charger), SUV/Truck (Chevy Silverado, Dodge Ram) and - our favourite - High End Culture (Dodge Viper GTS, Mercedes SL500 and Saleen S7).



Buying performance upgrades will make this beast a bit quicker off the mark, but it's a million miles away from driving a Lexus.

The difference in handling and performance is one of the most noticeable new things about MC3 - each vehicle handles uniquely.



Driven Crazy

The AI of the computer-controlled drivers is amazing. You never see them stick to a pre-determined racing line. Instead they weave along the roads and even drive differently according to the type of car they're in.



Races are frantic right up to the end - it's never over until it's over.



Forget braking for corners and get used to smashing through buildings.

Getting to customise around 50 vehicles, finding shortcuts in the numerous races, set throughout three cities, and online play make this a massive game.



Feeling the need for speed?

Hop on a super-fast sport bike and feel the wind on your face!



The *Midnight Club* series has always been about frantic arcade speeding through open cities and DUB Edition is no different. The different cars handle well with sports cars speeding almost too fast to be within your control and the likes of the muscle cars noticeably heavier to drag around corners. But the handling is never difficult, allowing you to concentrate on the most important parts of the game - not getting lost and not smashing into an oncoming lorry at 120mph.

To account for the even speedier driving, the roads are now longer and the cities even bigger, so while going fast is stupidly intense, it's also not completely out of control and there's plenty of room for nitro boosts.

Like before, shortcuts play an important role - there's no one route in any race and corners can be spectacularly cut by smashing through glass-fronted shops and hitting ramps. It's the 'railbranching' system from the previous game (where the AI makes its own decision which path to take in each race instead of following a set racing line) that really stands out though. The way other cars occasionally take a corner too fast and spin out or pile into one another makes you feel like you're playing in an online race against fellow humans and not a computer.

At this stage, *DUB Edition* easily makes the step up from its predecessor that EA managed with *Burnout 3*. Every bit as lovely to look at, this shouldn't disappoint.

DUB Edition Stripped Down

We got to chat with Mark Garone, producer at Rockstar Games in New York about his favourite bits of *Midnight Club 3: DUB Edition* and why you should buy it instead of *Burnout 3*...

What are the big differences between the game's three cities and which is your favourite?

MG: Each city has a completely different vibe. They're architectural caricatures of the cities they represent but the cities have been modelled to maximise the driving experience. Unfortunately real cities don't have the shortcuts and jumps we want. We take the real city and apply imagination to it - we'll make it possible for you to hit a jump and land on an elevated train track, then have the train coming up right behind you so you have to quickly find a stairwell to drive down... our goal is for the city to give gamers spontaneous racing experiences like this.

How do the new cities improve on the ones in *Midnight Club 2*?

MG: They look much better, feel more alive, and are simply



more fun to race in. The cities are complex and there is a lot to discover, but this does not come at the expense of being able to rip through the streets at 200mph.

You're going to have competition from other street racers such as *Juiced* and *Need for Speed Underground* - what has *DUB Edition* got that the others don't?

MG: True open city racing, most importantly. *Midnight Club 3* has a fully living, breathing city - you can go wherever you want, take any route you like to the finish line. This is a huge technical feat and something that Rockstar San Diego - formerly Angel Studios, creators of the *Midtown Madness* series for PC - have had a lot of practice with. It's their fifth exploration of the open city

racing idea, which they pioneered five years ago. On top of that there'll be over 60 fully licensed vehicles and loads of fully licensed after-market parts. *DUB* magazine's creative flavour will help ensure *Midnight Club 3: DUB Edition* is a uniquely stylish game. Also, we'll have eight-player online play, which no one else can match!

One of the best things about *Midnight Club 2* was the fact that AI drivers were never predictable. What else can we expect from AI drivers?

MG: What we introduced to *Midnight Club 2* was called railbranching, where your opponents made independent decisions at each junction depending on what was going on around them. The AI has evolved even more in *Midnight Club 3* so the racers react differently in terms of aggression and decision making, so the muscle car races will be much more aggressive and intense than say a tuner race. This ensures that no two races will be the same.

What other improvements can we expect?

MG: For the first time in the *Midnight Club* franchise, we have licensed vehicles and the ability to customise them.

We've got vehicles from a wide spectrum of vehicle classes - tuners, SUVs, trucks, street bikes, high-end cars, sedans, choppers, and the real life parts you need to create the ride you want. The vehicle controls have evolved and now there is a real difference in how vehicles, even within the same class, feel. The graphics engine has been completely overhauled to give much more detail and sense of realism. This goes hand-in-hand with the new lighting model which gives more glow and really enhances the sense of speed. The AI refinements are a big difference. The opponents are smarter, but it feels more like you are racing against humans. We have also developed a new technology that makes adjustments to the game depending on the player's performance. This allows a casual gamer to get the full experience while challenging an experienced player. As you progress the difficulty levels will adjust.

What are you most proud of?

MG: Tough question. I would say the combination of precision control and an insane sense of speed. I love the fact that you can create a mean ride and drive it in the way you've dreamed of.

GOOD COP BAD COP



The racing sticks to the arcade-perfect form of the previous games, but is more polished than ever.



The simplistic arcade handling of the cars probably won't appeal to every type of driving diva.

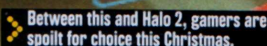
WHERE IT'S AT



The version we played didn't have any damage modelling and it seems the online play hasn't been finalised.

CALL: 01932 895 390
PLAYERS:

Jes Bickham



Eventually Samus will get a special suit that allows her to survive indefinitely.

▶ You'll still have a lot of scanning to do but we rather enjoy it, to be honest.

I Believe In Miracles, You Sexy Ing...

While the nefarious Space Pirates make a return in *Metroid Prime 2: Echoes*, they're joined by plenty of other nasties. As well as the mysterious Dark Samus, there are the insidious Ing, black spider-like creatures from Aether's Dark World that can reshape themselves into a liquid form. As you might expect, they're a real pain in the fundament.



▲ This is one of the Ing. They come in all shapes and sizes and are best dealt with using the Light Beam...



▲ ...Sadly, the Light Beam only has limited ammo so you can't rely on it all the time. And that's one big Ing.



▲ I bet he didn't even have the tiniest Ing-king that we were going to shoot him in the head! Ha! Oh dear.

Life's A Ball

There's greater reliance on Samus's morphball mode this time around, with more puzzles requiring you to scrunch up small and roll around. Thankfully there are new abilities to use, too, including Morphball cannons that fire Samus through the air, and the returning Screw Attack.



▲ The Screw Attack can knock enemies out of the air. Very helpful indeed.



▲ How will the morphball cannons work – like *Donkey Kong Country's* barrels?

Multiple Metroid

For the first time ever, *Metroid's* got a multi-player mode, for up to four players. Each player plays as a differently-coloured Samus and the game takes full advantage of the game's lock-on and control system. It works brilliantly.



◀ Naturally you can lock-on to enemies, but turning into a morphball lets you escape.



From what we've seen, *Metroid's* multi-player is super-smooth.



Whether it'll stand up to multi-player classics like *TimeSplitters* remains to be seen, though...

Beam Me Up

Samus has access to two new weapons in *Metroid Prime 2: Echoes*, the Light Beam and the Dark Beam. Both have different effects depending on whether they're used in the light world or dark world, such as growing or shrivelling trees and other organic objects. It's all very clever and inventive indeed.



▲ Both beams can also be used as offensive weapons, naturally.



▲ You can use the Dark Beam to scatter dark matter in a wide area. Messy.

The Metroid Monster Mash

There's a whole load of new weird and wonderful monsters to catalogue and fight in *Echoes*, but with Samus' new abilities and weaponry, wading through them shouldn't be too much of a problem. We'd like to think, anyway...



What's the betting this wormy beast burrows beneath you then attacks?

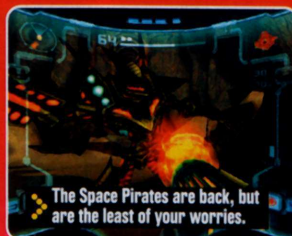
▲ This black worm-thing looks rather like some kind of Ing pet. What could it be? Only Nintendo know...



There were similar monsters to this in the first *Metroid*, but not as scary.

First Impressions

Shoot to thrill with Ninty's secret weapon!



The Space Pirates are back, but are the least of your worries.

This isn't really a radical departure from *Metroid Prime*, but when that game was so inordinately brilliant it doesn't really matter. However, *Echoes* does build substantially on its predecessor, offering an experience that's both familiar and fresh at the same time.

We love the hopping between the light and dark worlds, which reminds us a little of *Legend of Zelda: A Link To The Past* on the SNES (and, of course, GBA) and the new weapons and visors deepen the gameplay considerably. At any one time there's a significantly larger amount of things to be doing than in *Prime*.

Otherwise, the game revels in the same unlocking of abilities and simultaneous expanding of environments as before, as new gear and moves allow you to explore further. The control system, too, remains the same, which might be a bugbear for those people weaned on more traditional first-person shooter controls, but we like it and are glad it's returned – it's innovative and, with experience, fluid and flexible. At the moment, *Echoes* is a sure bet to be the Cube game of 2004. We love it!



Prime was a clever game, but *Echoes* is looking even better!

GOOD COP BAD COP



Everything that made *Prime* brilliant is back, bigger and better and chock full of additions – including multi-player!



If the first game left you cold, particularly in regard to the control system, then you might not like this.

WHERE IT'S AT

The game's out before Christmas in the UK, so expect a gut-busting review in a couple of months...

OUT: OCTOBER

FORMAT: XB
PRICE: £40DEVELOPER: TRAVELLER'S TALES
PUBLISHER: VIVENDISPECIAL FEATURES: NONE
OTHER FORMATS: PS2CALL: 0118 920 9100
PLAYERS: 1

As well as Crash and Cortex, there's another playable character – the frankly disturbing Nina Cortex.



It's never going to challenge *Mario Sunshine* but this could be a fun little platformer.



▲ We've no idea what bandicoots actually look like, but they can't resemble Crash...



▲ Still, he's a better game character than Ty the Tasmanian Tiger. Just barely. Maybe.

Crash: Twinsanity

The world's **most terrifying** game character returns. Jump for joy! Or run in terror...

It's the eyes. Look at 'em. Like the crazed stare of a madman. Crash gives us the shivers.

Despite his fearsome fizzog, however, Crash remains a popular choice – but will his latest game improve on his lacklustre back-catalogue? Early signs,

despite some of the most annoying music we've ever heard, point to... yes.

This time, our hero has teamed up with one-time nemesis Neo Cortex against a bigger threat (a pair of evil twins, hence the cunningly punny name). This allows them to work together for a variety of new moves, such

as being able to combine into a ball (while simultaneously fighting, *Tom and Jerry*-style).

Otherwise, this is a familiar mix of platforming with an added smidgen of 3D via the addition of some wide open areas. It also boasts some script-writing by *Ren and Stimpy* writer Jordan Reichek. Promising...

Whoever thought up Crash must have been very drunk.



The evil twins are stealing all the – what else? – Wumpa Fruit. Yup.



GOOD COP BAD COP

Could be the best, and funniest, *Crash* yet, although it doesn't stray too far from the familiar template.

If you've never liked Crash's brand of linear platforming then this is deeply unlikely to change your mind.

WHERE IT'S AT

Looks like it's all done bar the shouting. Or, er, a couple of final tweaks. Review next ish, then.

OUT: OCTOBER

FORMAT: XB
PRICE: £40DEVELOPER: EUROCOM
PUBLISHER: VIVENDISPECIAL FEATURES: NONE
OTHER FORMATS: PS2CALL: 0118 920 9100
PLAYERS: 1-2

Crystal Clear

Once again, *Spyro* is all about collecting crystals. But there are a lot of other things involved in saving the world from certain doom.



▲ Crystals are hidden everywhere, so smash everything you can, just in case.



▲ Sparx, your dragonfly chum, can help out by flying through keyholes. Handy.



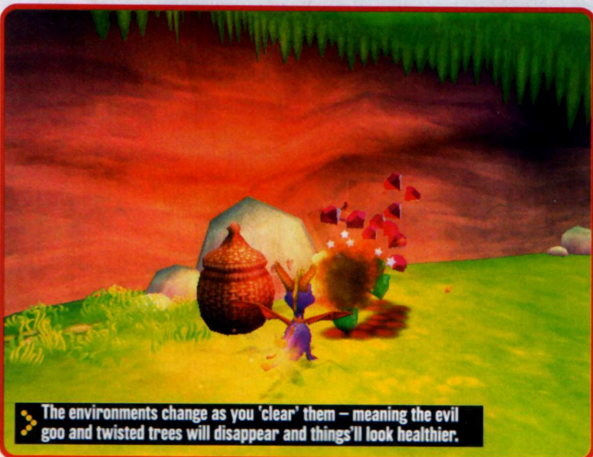
▲ Other characters, such as this Elder dragon, will dispense new abilities.



It's all very cute, cuddly and colourful. Terribly pretty indeed.



One of the playable characters is called Blinky the Mole. Go figure.



The environments change as you 'clear' them – meaning the evil goo and twisted trees will disappear and things'll look healthier.

Spyro: A Hero's Tail

The purple one is back! And we don't mean Prince, who can't fly or breathe fire...

It's a hard life, being a tiny purple dragon. All you want to do with your time is burn things to a crisp, but there's always a regrettable surplus of world-saving to do.

Such is life in this, *Spyro's*

fifth outing. An enormous evil dragon called Red is transforming the world with Dark Gems, and once again you can save the day by collecting thousands of crystals. On the surface, it's pretty familiar stuff.

But there's a lot more to this *Spyro* than past efforts. For a start, you'll get to play as no fewer than four of his chums as well, including a dive-bombing penguin called Sgt. Byrd, which should be good for a giggle. There are also four breath attacks – including

water, a first for *Spyro* – and a clutch of new abilities and gadgets to use.

Other than all that, though, expect the same gentle platforming, gliding and fighting. *A Hero's Tail* is also apparently four times the size of *Spyro's* last adventure, *Enter The Dragonfly*, so it should last a while as well. All good news for dragon fans, then.

GOOD COP BAD COP

It's big, and pretty, and absolutely chock full of things to do. Nothing revolutionary but it's polished to bits.

It's very gentle and hardly taxing stuff and is definitely skewed towards the younger gamer.

WHERE IT'S AT

Just like *Crash*, *Spyro* is pretty much finished, wrapped up and ready to go for its November release date.



▲ We prefer *Spyro* to *Crash*, but they've both got googly eyes, we have to say.

YOUR MIND IS THE ULTIMATE WEAPON™

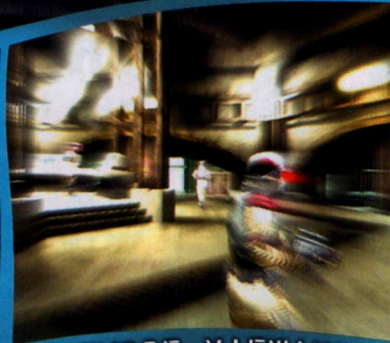
FOR MORE INFO VISIT...
WWW.PSIOPSGAME.COM



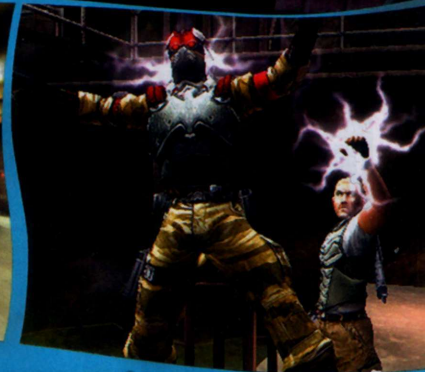
TELEKINESIS



PYROKINESIS



REMOTE VIEWING



MIND DRAIN

PSI-OPS™

THE MINDGATE CONSPIRACY

"A HUGE LEAP FORWARD FOR GAMING" 8.6/10 - OXB
"LUDICROUSLY ENJOYABLE" 8/10 - OPSM2
"CREATIVE AND HIGHLY SATISFYING" 8/10 - EDGE
"TRULY ASTONISHING" 10/10 - P2

Featuring COLD's
"With My Mind" Music Video.

Out Now!



PlayStation 2



OUT: OCTOBER

FORMAT: PS2
PRICE: £40

DEVELOPER: BUGBEAR
PUBLISHER: EMPIRE

SPECIAL FEATURES: NONE
OTHER FORMATS: XB, PC

CALL: 020 8343 7337
PLAYERS: 1-2



▲ FlatOut offers full engine-tinkering options as well as hot arcade action.



▲ You can build up a turbo boost as you race, making racing even more dangerous.

FlatOut

If you enjoy **smashing cars to bits**, you've definitely come to the right place...

The easiest way to describe FlatOut is as a dirt-track Burnout.

While it's going to have its work cut out if it wants to be classed in the same league as Criterion's super-racer, it's nonetheless fast, responsive and features similarly

extensive levels of damage – by the end of a race you'll be lucky to get away with anything as minor as a few dents, such is the physical nature of the racing and number of dangerous off-road shortcuts you can take. It's a rude amount of fun, especially when you consider

that a hard enough collision will send your driver flying through the windscreen in a riot of rag-doll physics, a central feature that the splendid Bonus mode takes advantage of, presenting a stunt course where the point is to fling your hapless driver as far as possible...



▲ We predict that FlatOut will become an excellent party game.



▲ It's not just the cars that suffer damage – fasten that seatbelt.

GOOD COP BAD COP

Pleasingly physical racing with plenty of loose, rattly 'feel' and tonnes of painful-looking damage to both cars and driver.

Could be a bit one-dimensional compared to the likes of Burnout 3 – it's a bit more gimmicky.

WHERE IT'S AT

Our preview code still has a few holes in it but the game's due for release next month. Review soon, then.

OUT: AUTUMN

FORMAT: XB
PRICE: £40

DEVELOPER: PARADOX
PUBLISHER: THQ

SPECIAL FEATURES: ONLINE
OTHER FORMATS: PS2

CALL: 020 8636 3000
PLAYERS: 1-2

Break Down

Using the same physics as the great Psi-Ops means that everything breaks and snaps more realistically. Including your foe's neck.



On the miniature golf course you can chuck your pal into the windmill. Wool



More items can be made into weapons, including chairs and fire extinguishers.



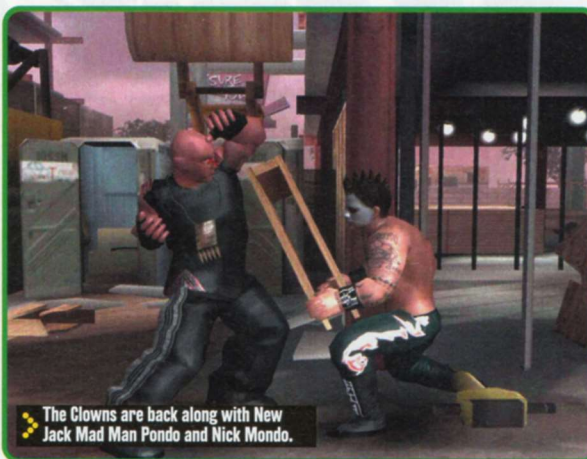
Kick someone through a table and you can use the shards to maim them.



▲ 'Gentlemen's movie' star Tera Patrick is one of the new fighters.



▲ Matches can include neon tubes, barbed wire or whatever.



▲ The Clowns are back along with New Jack Mad Man Pondo and Nick Mondo.

Backyard Wrestling 2: There Goes the Neighbourhood

The Insane Clown's posse are **no longer passé** as the street fighter returns...

It should have been bloody and brilliant. Grilling your foes' faces in a barbecue, crunching their craniums with a plank before pinning them on a bed of nails. It wasn't though; it sucked, it blew, it choked.

Yep, Backyard 1 wasn't the rougher brother of SmackDown, it was the mutant cousin that was forced to live under the stairs too ashamed to show its scarred face. But not this time – this time the garden grappler should be proud to reveal its battered, bloodied and bruised body. For out have gone the heat-seeking weapons, the button-mashing moves and the limited collection of slaps. Instead, this sequel offers better blood-and-guts animation, a block and more acrobatic attacks.

The create-a-wrestler has been tarted up, too, with more make-up and tattoos to add to your bruiser as you take him through a far bigger Career section and even into a whole series of promised internet events. With 20 licensed fighters (now including ladies) and more smashable locations, this time BYW should break the mould.

GOOD COP BAD COP

This is unashamed, uncensored wrestling with all the blood, bruises and breakages left in.

It isn't ever going to be quite as polished or as perfect as its big-name ring-bound rivals.

WHERE IT'S AT

It still has more rough edges than a shattered table but these should be sanded down before release.



▲ From pizza-cutters to strimmers, the new weapons are really, really nasty.

PROVE YOU'RE BEST. BEAT THE BEST.

PRO EVOLUTIONTM SOCCER nationalleague

KONAMI

Last year over 3,000 players battled it out in the first ever Pro Evolution Soccer League. Where were you?

The 2004/2005 season is going to be even bigger and better.

Konami, in association with Virgin Megastores and LYCOS.co.uk, have now expanded the league to 18 venues across the British Isles. Up for grabs are an even more lavish range of prizes and a trip to the European PES Championships.

From 17th September, pick up a demo from Virgin Megastores. Beat the demo, register at pesleague.co.uk for your chance to play.

**TO ENTER CHECK OUT
WWW.PESLEAGUE.CO.UK**



LYCOS

FourFourTwo

Terms and conditions apply. See www.pesleague.co.uk for details.

STAY IN SHAPE AND KEEP AHEAD OF THE GAME WITH OUR CHOSEN FAN SITE WWW.PESFAN.COM

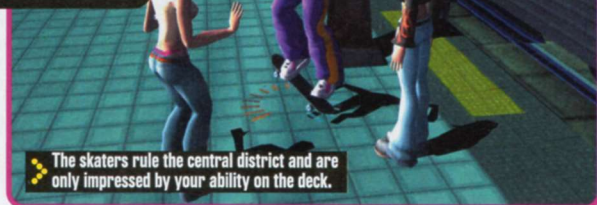
OUT: NOW

FORMAT: PS2
PRICE: £40DEVELOPER: EA
PUBLISHER: EASPECIAL FEATURES: NONE
OTHER FORMATS: GC, XB, PC, GBA, DSCALL: 01932 450 000
PLAYERS: 1-2

PREVIEWER



Alex Cooke



The skaters rule the central district and are only impressed by your ability on the deck.

The Urbz: Sims in the City

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

They dance, they fight, they breath fire! Those kids from *Sim City* have certainly come a long way.

Don't be different, blend in. Don't have your own opinions, go with the crowd. Don't choose your own clothes, just do it! These are all valuable – and painful – lessons we have learnt from playing *The Urbz*, that and the fact that 'weasel packing' isn't a metaphor. It's a job, but you do still need the rubber gloves.

For a Sim raised in the 'burbs (where the greatest danger is a singed microwave meal or lost lover) learning to fit-in on these mean streets is the key to surviving and

thriving. Nasty surprises can lurk around and on every corner. So while the little chap might be down and dope with the hip-hop kids around Grand Central, those high-fashion high-tops are going to be trampled on if he wanders into the world of the steel-toe capped biker boys on Gasoline Row.

Yep, to stay alive in this town you'll need to know which of the nine districts belong to which gang and how to dress when you arrive there.

URBAL REMEDY

But natty tats and neat tops aren't the only way to build up your Sim's status in this segmented city; your attitude is as much a label as Lacoste. So as you move through the



Jobs give you money and raise your status. Then you can afford to lie around all day topping up your tan.



Your Sim has better bladder control than some of her drinking partners but you'll still need to keep a very close eye on her to make sure she's looked after.



Ferrets are highly prized and highly illegal. Training them impresses the blingstars who buy them.



Owning things does help increase your reputation but it isn't quite as important as it is in other *Sims* games. Anyway you're only renting the room.



A *Fight Club*-style cage lets you take out your frustrations and beat the crap out of other lowly types.



When your character manages to impress someone enough to be accepted they will greet each other with a bump, a shake or a special wiggle.

Sim 41

Because you are in command of just one Sim you can follow it through every aspect of its life, from humble beginnings as a street punk through its elevation to bling-king and all-round party animal!



There are even more options and items to choose from when designing your Urb than in *The Sims 2*

nine areas that make up the nine levels you can choose to keep your character chaste and pure or play it rough and

...learning to fit in on these mean streets is the key to surviving...



Jobs, such as training the ferrets in this bag, earn you money and better clothes.

tough. Soft or hard, either way you need to gain points and pounds by making friends, then and only then can you fulfil your grand plan, to become the most well-loved, wealthiest and integrated Sim in the whole city!



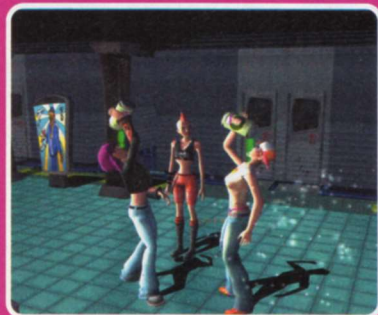
You start out life living in a squat mixing with rough types and impressing nobody.



When you've made it you're invited into the VIP room and showered with fine wine.

Un-Dress To Impress

Greasy Hell's Angels, original gangsters and ruffled skater clans... the mean streets of this crazy town are packed with more stereotypes than a Jim Davidson video. The problem you face is that you need to impress all the different gangs if you want to make it as the supreme Sim. And the solution is known as the Power Social.



A drinking competition is a sure way to raise your status. So long as you can chug this soft drink first.



Mad moves including somersaults and head spins will often impress the hip-hoppers. What's that all about?



The punks are more likely to be impressed by a punch-up or strip show than fancy dance moves.

GOOD COP • BAD COP



More structure and more goals means *Sims in the City* is more fun and has more of a point.



This seems to be a little bit of a mish-mash of *The Sims*, with about 100 other ideas thrown in.

WHERE IT'S AT



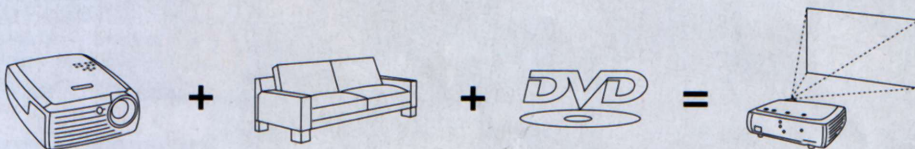
It's got plenty of colour, characters and locations – it's just the rough edges that need polishing off.

"Watch it, James.
She is one of the bad guys!"



Bond Babes. Larger-than-life in your living room.

The thrills-and-chills. The tears-and-cheers. Larger-than-life-projection at home. That's ScreenPlay® emotion. Watch a movie the size the director intended it to be and see details you did not even know where there! From the hottest sports events to the latest DVD movies, concerts and video games, all your entertainment will be projected life-size, right in your living room! Experience the shared excitement with an InFocus® ScreenPlay®, enjoy **The Big Picture!**



Combine an InFocus® ScreenPlay® projector with a very comfortable sofa. Add your favorite DVD to enjoy **The Big Picture.**



InFocus®
ScreenPlay

www.infocushome.com

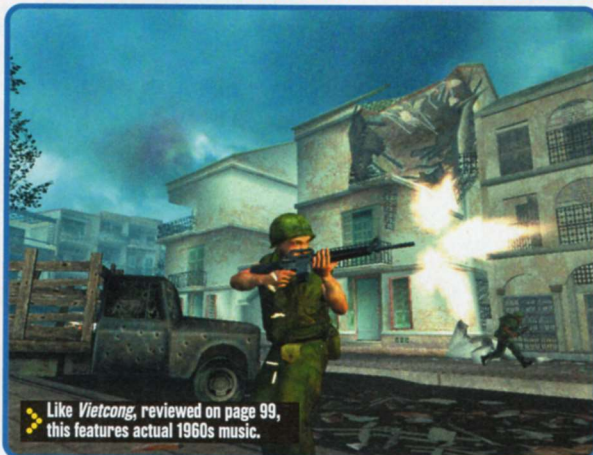
OUT: NOVEMBER

FORMAT: XB
PRICE: £40

DEVELOPER: 2015
PUBLISHER: VIVENDI

SPECIAL FEATURES: XBOX LIVE
OTHER FORMATS: PC

CALL: 0118 920 9100
PLAYERS: 1-16



▲ Objective-based team deathmatches figure largely too. Should be fun, eh?



▲ Once again, this is a Vietnam game with loads of pottymouthing in it. Disgraceful.

Men of Valor

Once more unto the breach - or, in this case, the hot, sweaty jungles of Vietnam...

Of the recent crop of war games based in Vietnam, *Men of Valor* is by far the most promising.

It takes great pains to present Vietnam as a time and a place, rather than just a green battlefield; you start off at basecamp, playing ball,

and the entire game is framed by letters home from the main characters, interspersed with top '60s tunes.

It's atmospheric, then, but it also plays brilliantly. It's brutal; a few gunshots is all it takes to kill you, so it's essential to work successfully with cover, crawling through

grass, hugging trees, and generally being careful. To this end it's got by far the best-rendered flora we've seen in a war game for quite some time.

Chuck in Xbox Live deathmatches and a full-blown co-operative mode and this should be great.

GOOD COP BAD COP



Quite possibly the best Vietnam-based game we've yet seen. It's tense, full of action and better than the rest.



It's yet another war game for Xbox, and yet another Vietnam game. Will people care about one more soldier game?

WHERE IT'S AT

The game is pretty much finished and will be out in November, so we should have a review next issue.

OUT: 15TH OCTOBER

FORMAT: XB
PRICE: £40

DEVELOPER: ACTIVISION
PUBLISHER: ACTIVISION

SPECIAL FEATURES: NONE
OTHER FORMATS: PS2, GC, PC

CALL: 01753 756100
PLAYERS: 1-2

Fishy Business

There are races where you use currents to get speed boosts, fighting and taxi-driving sub-games and rhythm-based dancing.



▲ The sharks are like the mafia bosses of the sea's underworld.



▲ It's not all escaping from angry sharks. There's a fair bit of exploration and chat.



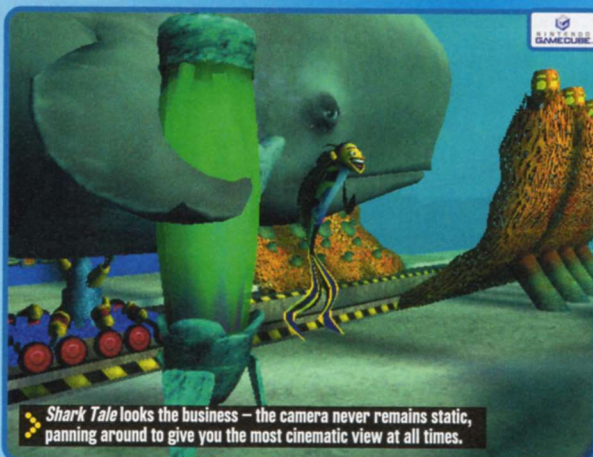
▲ He's got no legs, but he can turn that tail to all sorts of activities.



▲ Hammerheads aren't too dangerous, unless you're a fish.



▲ It's nice to see even sharks have a bit of decorum at the table.



▲ *Shark Tale* looks the business - the camera never remains static, panning around to give you the most cinematic view at all times.

Shark Tale

The game of the film promises more fishy business for marine-loving kids...

You might think that the life of a fish isn't a very interesting one. But it seems they see more excitement in a few days than us land-dwellers could hope for in the average decade.

Shark Tale is the game of the Dreamworks film that's also out in October. Oscar is the leading fish; apparently a bit of a wise guy who takes credit for something he didn't do and ends up mixed up with the underwater mob.

The game's 25 levels are mostly played in a *Crash Bandicoot* style - with a fixed camera behind Oscar. They look quite stunning and there's a fair bit of variety - In one level you have a shark snapping behind you and are trying to get away, in the next

you're taking part in a big fishy dance-off to MC Hammer's *Can't Touch This* - seemingly, having no legs isn't an issue for these fish.

Each of the simple, colourful levels is quite obviously aimed at the younger end of the market - we'll give you the verdict next issue on whether it's a kiddies' game that'll get you hooked.

GOOD COP BAD COP



It looks almost as good as its cinematic counterpart with some lovely lighting, and there's plenty of variety.



Activision haven't been able to use the voice talent from the film so we'll be putting up with 'sound-alikes' instead.

WHERE IT'S AT

It's all ready to go, but it's released simultaneously with the film so we'll be getting it on 15th October.



▲ Some characters will help you out, but most just want to eat you.

CONFLICT VIETNAM™

*"Hot or Not?
BOILING!"*

Official PlayStation 2 Magazine



SEPTEMBER 2004

**PIVOTAL
GAMES**

WWW.CONFLICT.COM



PlayStation®2

**SCI
GAMES**

PS and PlayStation are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. © 2004 SCI Games Ltd. All Rights Reserved. Conflict: Vietnam is a trademark of SCI Games Ltd. Developed by Pivotal Games. Pivotal Games is a trademark of Pivotal Games Ltd.

OUT: NOVEMBER 25TH

FORMAT: XB
PRICE: £40

DEVELOPER:
PUBLISHER:

UBISOFT
UBISOFT

SPECIAL FEATURES:
OTHER FORMATS:

ONLINE
PS2, GC

CALL: 01932 838 230
PLAYERS: 1-4

PREVIEWER



Kath Brice

You can't switch characters any more – if a member of your team gets injured you can heal them, or get someone else to do it.

The 14 single-player levels are set in varied locations.

You can give your team instructions, but if you don't they act impressively on their own initiative.

An improved radar shows your next objective point as well as enemies.

The view from the edge of a cliff is no longer thick fog. And check out the water.

Ghost Recon 2

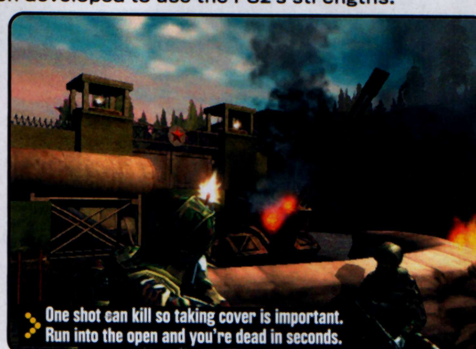
With a sequel to *Ghost Recon* and *Splinter Cell* coming up, Tom Clancy completes his Christmas assault...

Two Games For The Price Of One

Interestingly, although *Ghost Recon 2* is coming out on both Xbox and PS2, the game is entirely different on each platform. The two versions have been developed in separate studios and have unique plotlines and levels. This means PS2 owners won't have to put up with a bad port of the Xbox version as the game has been developed to use the PS2's strengths.



When you go into battle, the colour of the game fades to give it a harsh, war-like bleached look and feel.



One shot can kill so taking cover is important. Run into the open and you're dead in seconds.



While it's not looking quite as lovely on PS2, visually it's still a huge step up from previous Clancy ports.

We really enjoyed playing the first *Ghost Recon* on Xbox Live. Then we stopped playing for two weeks and when we went back to it, everyone had got inexplicably good and we couldn't walk three steps without being killed outright by an invisible enemy.

While its fellow Tom Clancy game, *Rainbow Six 3*, was a bit more arcadey, *Ghost Recon* was for the hardcore. And the slow, deliberate sniping, one-shot kills and squad management all return for this sequel. However, quite a bit has changed.

For a start, Ubisoft have used a third-person over-the-

...grass sways in the breeze, water moves and reflects beautifully...

shoulder viewpoint for the game. Which doesn't make for a huge change gameplay-wise, but it does let you appreciate how much better the character animations look this time around.

FOG-BUSTERS

The game as a whole looks far better than before – although to be fair, *Ghost Recon* did tactical gameplay brilliantly but looked pretty bland and underwhelming. Now grass sways in the breeze, water moves and reflects beautifully and the

draw-distances have been improved massively. No longer does fog obscure everything further than ten feet away – you can stand on the edge of a cliff and see miles into the distance.

Ubi appear to be making an effort to bring *Ghost*

Recon slightly more to the masses – now there's an option to play through the game as a lone soldier without a squad and actually managing your squad is done using an interface similar to the user-friendly one in *Rainbow Six 3*. Instead of

setting waypoints on a map, you can highlight a place or object and select one of the options. Plus, for the more action-obsessed, you've got the ability to call in air strikes and bomb the hell out of every sniper in the vicinity. Careful planning and stealth and a liberal dose of big explosions – brilliant.



If you don't like the new over-the-shoulder view, you can play first-person.

GOOD COP BAD COP



14 brand new single-player missions, improved graphics and interface and online play.



We weren't entirely convinced about playing the single-player missions with a gun-mounted camera.

WHERE IT'S AT

Several missions were up and running but most aren't finished yet. It should be ready for Christmas.

Softography

These guys have also made...

Beyond Good & Evil	80%
Prince of Persia: Sands of Time	86%
Splinter Cell	90%
Splinter Cell (PS2)	85%



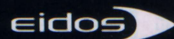
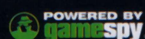
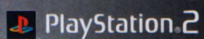
CRASH 'N' BURN

High speed danger driving online with up to 16 players • Realistic damage models

Customise all aspects of your ride • Steer clear of flaming wreckage or become it!

SCRATCHING THE PAINT
IS THE LEAST OF YOUR WORRIES

www.crashnburngame.com



OUT: NOW

FORMAT: PS2
PRICE: £40

DEVELOPER: RAVEN
PUBLISHER: ACTIVISION

SPECIAL FEATURES: NONE
OTHER FORMATS: GC, XB

CALL PLAYERS: 01895 456 700
1-4



It's a given that everybody is going to want Wolverine in their team. Obviously.



Team CM aren't big fans of Gambit. He's an annoying cajun fool, if you ask us.



The Classic missions will feature period-specific costumes. Exciting, no?



The four-player co-operative mode will be the icing on this particular X-cake.

X-Men Legends

Marvel's mutie beauties have assembled for an RPG extravaganza...

While Spider-Man has had the good fortune to star in the best superhero game yet, the X-Men have yet to fulfil their videogame potential.

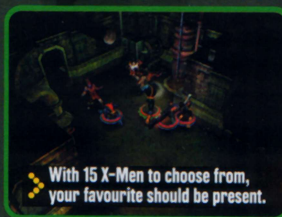
But that's all about to change. Ostensibly an RPG, *X-Men Legends* allows you to

put together a four-strong team of your favourite X-Men and tackle both a sprawling story mode and a number of classic encounters straight from the comics.

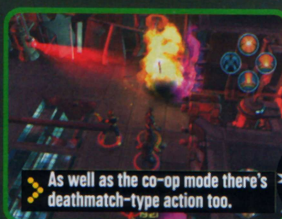
While our heroes – and there are 15 X-Men to choose from – obviously have their own individual powers (such

as Rogue's ability to steal other characters' powers, or Cyclop's eye-blast), they can be upgraded and extended in true RPG fashion!

With a four-player co-operative mode too, Spidey had better watch his back – he's got some X-cellent superhero competition.



With 15 X-Men to choose from, your favourite should be present.



As well as the co-op mode there's deathmatch-type action too.

GOOD COP BAD COP



Four-player co-operative action featuring everyone's favourite superheroes that aren't Spider-Man.



From what we've seen all the action is indoors. Let's hope the game isn't all corridors and rooms, eh?

WHERE IT'S AT

X-Men Legends is all set for an October release, so it should be review time next issue.

OUT: 8TH OCTOBER

FORMAT: XB
PRICE: £40

DEVELOPER: VIVENDI
PUBLISHER: VIVENDI

SPECIAL FEATURES: NONE
OTHER FORMATS: PS2, PC

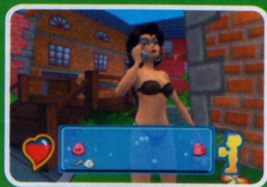
CALL PLAYERS: 0118 920 9100
1

Smooth Talker

Larry's pulling technique is simple and largely unsuccessful. Get them drunk then play a game that involves disrobing...



Larry plays a game of quarters with Analise. The loser downs a pint.



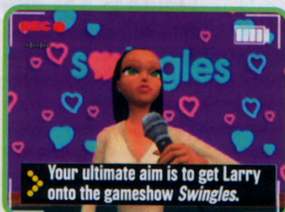
Larry persuades her to strip off. Sadly her dad picks this moment to call.



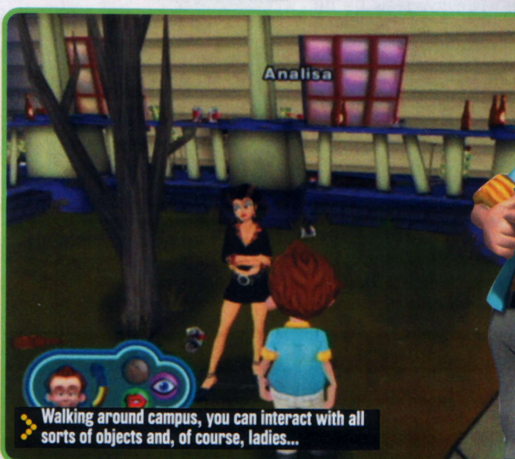
Dad's not too impressed and sends some men to beat Larry to a pulp.



Too many pints and Larry struggles to talk or walk.



Your ultimate aim is to get Larry onto the gameshow Swingles.



Walking around campus, you can interact with all sorts of objects and, of course, ladies...

Leisure Suit Larry: Magna Cum Laude

You thought your mate Kev was bad with the ladies – you haven't seen anything...

Sex and nudity in videogames never seems to be done very well – just look how unsexy the pixelated pole-dancers are in *The Getaway*.

So it doesn't bode too well that 18-rated

Leisure Suit Larry has you playing a sad, sex-obsessed college student who spends every second either trying to persuade girls to strip off and join him in the sack or dreaming that he's managed it.

The surprising thing is, Larry isn't half as bad as it sounds. On campus there are all sorts of genuinely funny things to interact with. Plus the chat-up dialogue is done well – controlling a sperm (yes, we know) at

the bottom of the screen, if you hit a smiley face or heart the conversation flows well. Hit the unhappy faces and it all starts going bad. Bump into a breast or, um, phallic-shaped icon and it gets inappropriate – big time.

The game basically consists entirely of the humour and dialogue, but if that suits you, Larry might turn out to be less sad than he appears.

GOOD COP BAD COP



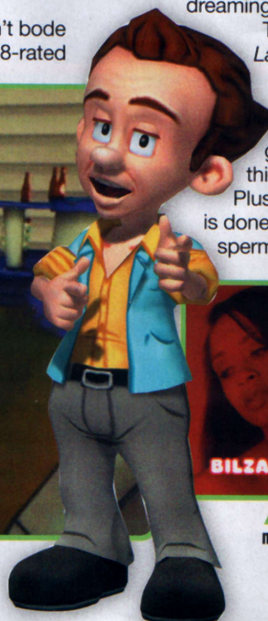
It's got swearing, nudity and wet T-shirt competitions, but also plenty of humour and some refreshingly novel gameplay.



It's possible the mini-games, conversations and restrictive college campus could get boring after a while.

WHERE IT'S AT

Our preview code was shiny and the game's looking almost complete – we'll be reviewing it next issue.



The loading screens show models in states of undress.



MASH!

MY POWERFUL WEAPONS LEAVE NO NASTY WHITE MARKS... LOOK!

TRISH

OW MY EYE

OUCH!

HMD

BLURP

MY HAIR IS IMPORTANT TO ME AND NOW YOU MUST DIE!

DANTE

PARAARTY LIKE IT'S £19.99

NOW ON

SRP

PlayStation 2

CAPCOM

DEVIL MAY CRY JOE



HITTING THE STREETS THIS OCTOBER

* PlayStation 2 VERSION INCLUDES BONUS DEVIL MAY CRY™ CHARACTERS DANTE+TRISH

OUT: 26TH NOVEMBER

FORMAT: PS2
PRICE: £35

DEVELOPER: GUERRILLA
PUBLISHER: SONY

SPECIAL FEATURES:
OTHER FORMATS:

ONLINE: NONE

CALL PLAYERS: 020 7859 5000
1-14

PREVIEWER



Andy Kelly



▲ The characters are very expressive, and scream like maniacs when under fire...



▲ Getting this close to the Helghast isn't advisable.



▲ In multi-player mode, you can play as the Helghast. They come equipped with heat vision.



▲ The rocket launcher isn't really useful for close combat, but we're trying anyway – it would seem like a waste otherwise.



▲ Jungle levels appear throughout, and the Helghast are never far behind our hero as he fights his way through the foliage. Those eyes are far too creepy.

Killzone

TEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE!

Bombs are flying, people are dying... and we're loving it! But remember, kids; war is wrong...

Band Of Brothers

Your team mates, although largely fumbling and useless, can come in handy during a firefight.



▲ Lay down covering fire while your team mates clear a path through the trench system.



▲ The character detail is amazing. Almost all of your men have a unique face texture.



▲ An example of when things go bad. Your men clump together and forget to shoot.

Deep within your brain lies the 'kill zone' – the thing that gives you the instinctive urge to tear things apart and gnaw on their flesh.

Thankfully, we've developed the ability to keep our blood lust at bay, but when you're in the middle of a battlefield, faced with hundreds of masked shocktroopers and heavy artillery fire, you cock your rifle and prepare for some good old fashioned killin'. Within the confines of a game, that is. A very good game, which you've no doubt heard of already.

Booting up *Killzone* for the first time, we couldn't help

...firing the **multitude** of weapons feels **satisfying** and **meaty**...

but feel a little underwhelmed. Don't get us wrong; it's a spectacle like nothing else on PS2, but the screenshots, typically, were more than a little misleading. We still think it's utterly brilliant, however.

IN THE ZONE

The first level takes place in a series of trenches in the midst of a full-on assault by the Helghast (the nasty folk with the orange eyes), and it really captures the feeling of being in the centre of an all-out war. Later levels take your chosen character to city streets, abandoned slums and

beachfronts, and it all looks stunning.

And the good news is; the game plays just as well as it looks. The sensation of firing the multitude of weapons feels satisfying and meaty. You feel every jolt, kickback and discharge, especially when you're peppering some poor

sod with shrapnel. You're urged to take cover, and your opponents are intelligent enough to do the same. Charging across no man's land, sniping from a water tower and laying waste to a battalion of tanks are but a few of the set-pieces we savoured, and it's all good.



▲ Yes, there's blood, but not as much as you'd think, as this poor feller soon found out.

The Arsenal

Forget *Halo's* neon-trimmed armoury; *Killzone* is packing some of the hottest heat we've ever seen. From massive chain and rail guns to grenade and rocket launchers – and they're all (fairly) realistic. Every shooter feels robust and deadly.



▲ The basic ISA assault rifle has a useful scope. You can also lob grenades with the alternative fire button.



▲ The shotgun, at close range, can make quite a mess. One-hit kills are never a rare occasion.

GOOD COP BAD COP



The grittiest, most brutal FPS we've seen on PS2. Fantastic AI, visuals and gameplay make this a surefire winner.



The slow reloading times might put some people off, as could the questionable collision detection.

WHERE IT'S AT

Killzone is pretty much finished, and should be charging our fair beaches in November. Get polishing your weapon.

Softography

These guys have also made...

Shellshock: Nam '67.....78%

A young man with short brown hair, wearing a white long-sleeved shirt with a dark bow tie and white trousers, is riding a red bicycle on a paved path. He is looking towards the camera. To his left is a brick wall with green ivy growing on it. A white rectangular sign is attached to the wall. In the background, there are green trees and a multi-story brick building under a cloudy sky.

WHEN I'M GAGGING
FOR AN E, I GO
STRAIGHT TO
FRANK

0800 77 66 00 talktofrank.com

FOR INFORMATION, HELP AND ADVICE
ABOUT DRUGS TALK TO FRANK.

OUT: NOVEMBER

FORMAT: PS2
PRICE: £40

DEVELOPER: MIDWAY
PUBLISHER: MIDWAY

SPECIAL FEATURES:
OTHER FORMATS:

ONLINE: XB, GC

CALL: 020 7382 7720
PLAYERS: 1-2

PREVIEWER



Jim McCauley

Someone's going to have an eye out. If they don't we'll be very disappointed.

Those big flags have got to get in the way in combat, don't you think?

Told you so. Remember – wearing flags isn't big or clever.

Mortal Kombat: Deception

LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE!

Krikey! The latest *Mortal Kombat* looks like you'll need brains as well as fists in order to finish it!

Things have been moving along in the *Mortal Kombat* (out)world since we last looked at it in September. One big development is that there's actually going to be a GameCube version, albeit a few months after the PS2 and Xbox versions, but still. Hurrah!

Another interesting fact is that the French aren't going

Softography
These guys have also made...

NBA Ballers.....	84%
Pal Ops.....	84%
MK: Deadly Alliance.....	85%
The Suffering.....	80%

to be disappointed by it, after some bright spark at Midway realised that *Deception* kind of translates into French as *disappointment*. So instead our garlic-munching chums get to play *Mortal Kombat: Mystification*. Houpla!

KOMBAT'S KOOL

But the big news is that Midway have been hard at work in an effort to make *Deception* the best *Mortal Kombat* ever, which means giving the combat – looking more than a little ragged last time we cast eyes on it – a jolly good helping of spit and

polish. Because while *Puzzle Kombat* and *Kombat Chess* are both looking dead tasty in their own special ways, when it comes down to it, it'd be a bit pointless having a *Mortal Kombat* title that didn't feature excellent gory fight action in large quantities. Midway have fallen into that trap before, remember.

...punch your opponent into piranha-infested waters...

Not this time, though. The fighting's really starting to come together, beginning with the basic combat, adding loads of traps and treats plus stage-specific instant-kill areas. Even the tranquil-looking beach arena can turn deadly if you punch your opponent into the piranha-infested waters.

Even better, the online combat's doing the job excellently, so you should never be stuck for someone to brutalise. We may have had our doubts, but *Deception* looks like it may prove to be the ultimate MK. More soon.

Play Nice!

There's nothing especially new about *Puzzle Kombat* and *Kombat Chess*. *Puzzle Kombat* seems somewhat 'inspired by' *Super Puzzle Fighter*, while more grizzled readers might look at *Kombat Chess* and be reminded of *Battle Chess* and *Archon*, both ancient but both ace. Still, as a side dish, who's complaining?



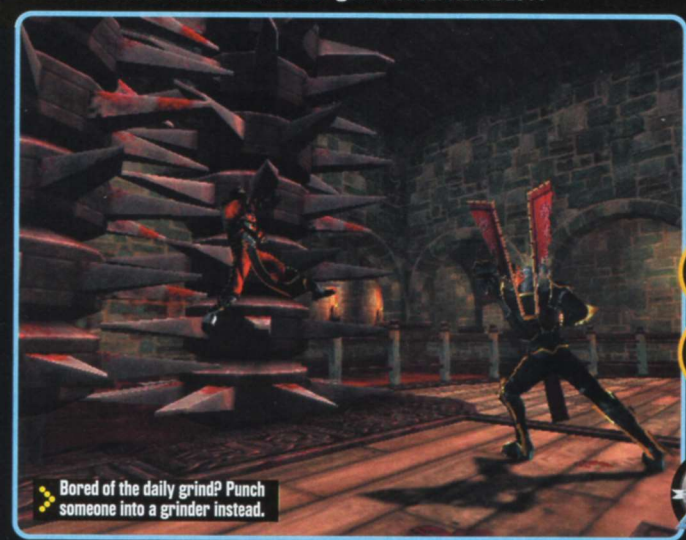
Oh well, it'll annoy those die-hard *Street Fighter* obsessives if nothing else. Got to be a bonus.

Watch Your Step!

Environmental hazards make up a big part of the new and improved fighty bit of *Deception*. Knowing the secret deadly bits can make a quick difference between defeat and victory, and there are also hidden areas enabling you to really widen the battle arena. Great stuff, and we reckon Midway will make even more of it for the next-gen *Mortal Kombat* 7!



Hold on, there used to be someone standing there... Ah, we punched him through the floor. Cunning, eh?



Bored of the daily grind? Punch someone into a grinder instead.



It's not exactly chess and it's not exactly *Mortal Kombat*. Seems like quite a laugh, though.

GOOD COP BAD COP

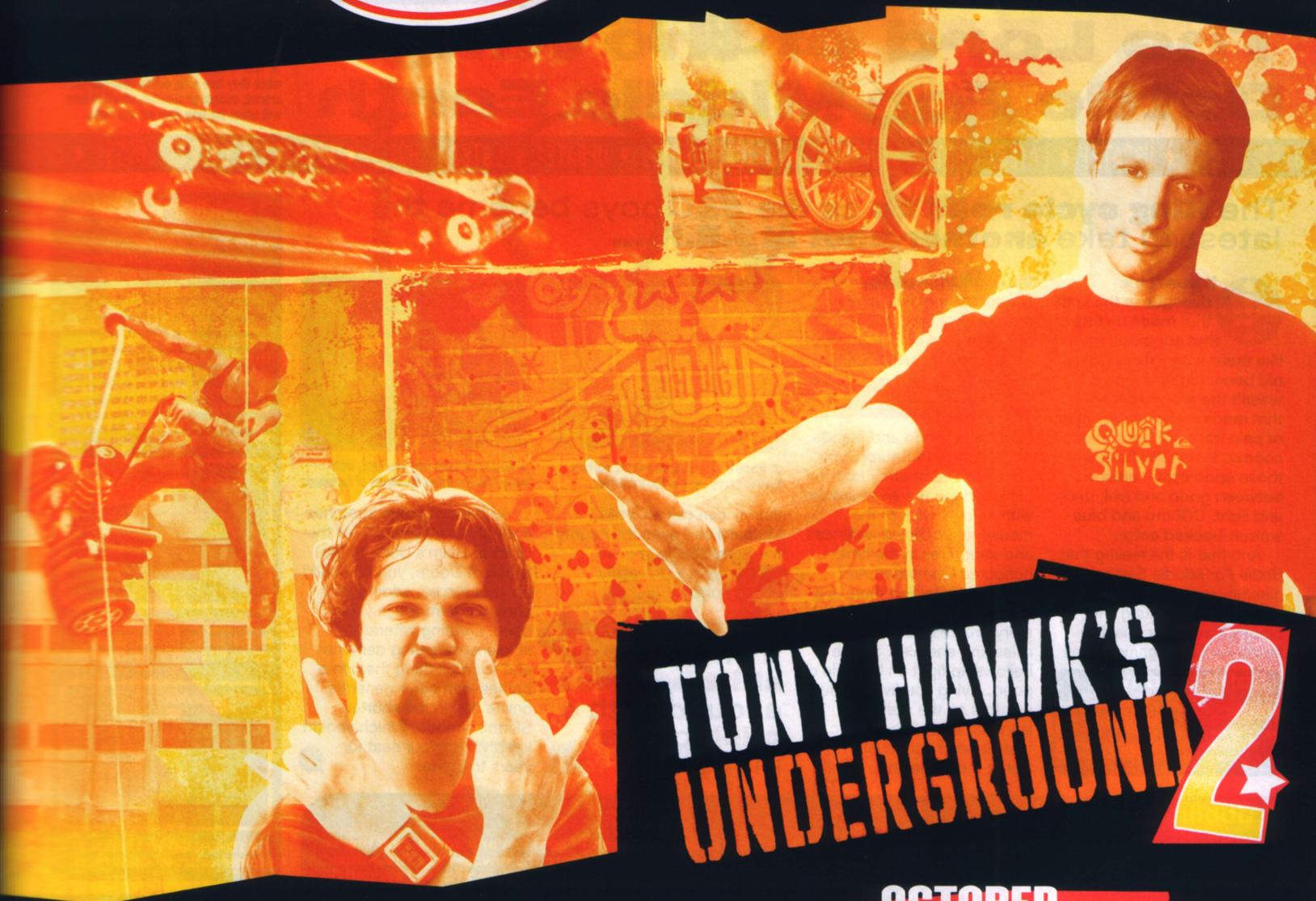
Stuffed solid with all sorts of goodies, and now it's getting it together on the fighting front. Plenty to get stuck into, then.

The mixture of styles seems a little disjointed – there's loads in there, but will you really want to check it all out?

WHERE IT'S AT

If postie doesn't deliver us a copy to review next month then we'll be tempted to unleash a fatality on him.

IT'S A CRAZY WORLD...
SOMEONE'S GOTTA
*@#! K IT UP!



TONY HAWK'S UNDERGROUND 2

OCTOBER

www.thug2online.com



PlayStation 2



PC
CD



GAME BOY ADVANCE

ACTIVISION

© 2004 Activision, Inc. Activision is a registered trademark and THUG is a trademark of Activision, Inc. All rights reserved. Tony Hawk is a trademark of Tony Hawk. PlayStation 2, GameCube and Xbox versions developed by Neversoft Entertainment, Inc. Game Boy Advance version developed by Vicarious Visions. "PlayStation" and the "PS" Family logo are registered trademarks and DNAS is a trademark of Sony Computer Entertainment Inc. GAME BOY ADVANCE, NINTENDO GAMECUBE AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. All other trademarks and trade names are the property of their respective owners.

POWERED BY
gameSpy

NEVERSOFT



activision.com

OUT: NOVEMBER

FORMAT: PC
PRICE: £35DEVELOPER: EA
PUBLISHER: EASPECIAL FEATURES:
OTHER FORMATS: ONLINE NONECALL: 01932 450000
PLAYERS: 1-2

PREVIEWER



Alex Cooke

Hundreds, even thousands, of troops have to be given orders all at once.

The Mines of Moria changes the game to a small, one-unit battle with the Balrog.

▲ A video tutorial will take first-timers through the game so they don't need to be scared of all the responsibility.



▲ Your troops have five emotions, and so when they face a big enemy they can get scared, excited or suicidal, which in turn will affect the way they act and fight.

The Lord of the Rings: Battle For Middle Earth

LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE!

The **Ring cycle** rolls on as the **C&C** boys become the latest to take **another shot at J.R.R....**

It wasn't the dialogue in the films that made us forget that our bladders felt like there was a three-year-old bouncing on them. It wasn't the pretty scenery that made us ignore the cries of pain from our compressed coccyx. It was the battles; those apocalyptic clashes between good and evil, dark and light, CGI orc and blue-screen-backed actor.

And that is the feeling that *Battle For Middle Earth* gleefully leaps on with a shriek and jaws hung with bloody slaver. For this, the fourth EA LOTR game, takes

the entire trilogy, every encounter with evil, every massacre or moment of mayhem, and converts it into an epic but loosely loyal RTS.

GOOD ELF

Playing as Frodo and friends or the forces of Sauron, you command each army from on high, shifting the elves around with a quick click of the mouse and building defences and structures in the time-honoured *Command And Conquer* style. But there is a difference, because as the story progresses so do your allies and enemies. So the Fellowship fight on the side of good, giving you five famous warriors on the walls of Isengard and all the magic that Gandalf can muster. But at the same time, the



▲ If you create a better sword, porters have to carry them to the front line.

enemy can call on Trolls, Mumakil and even the mighty fire-breathing Balrog, so choose your side wisely, young hobbit.

...command from on high, shifting elves around with a click of the mouse...



▲ Weather affects how you fight, with heavy rain benefiting the forces of darkness.

As the campaign stretches through 45 missions from the heart of Helm's Deep to the Crack of Doom, you can build up your forces, adding and arming the troops in your band, creating veteran soldiers, defeating demons and even pitching them into battles with other generals online and in the shorter Skirmish mode. Which should keep you in your seat for years to come.

Soldier Fortune

With such a huge campaign mode you need to keep upgrading your troops and adding to your army. That means you need to embark on a little 'resource management'. But don't panic, the system is pretty simple with certain points where you can slap buildings down and upgrade them from a menu.



▲ Building produces troops and weapons but you can also use them to improve the quality of your equipment.



▲ If a building survives a battle it can be upgraded to churn out veteran troops.

Softography

These guys have also made...

LOTR: Fellowship of the Ring	74%
LOTR: Two Towers	83%
LOTR: Return of the King	74%
C&C: Generals	85%

Goblin Commander

Using the now standard 'point-and-click' system you can select from a huge selection of soldiers and spells. And there is a huge range of troops on offer, varying from the all-powerful Gandalf the White down to the lowest Orc. The actual number of grunts you can control is decided by the amount of Command Points you have, and these are only earned by winning yet more battles. But then, winning wars does unlock the Ents and the almighty Army of the Dead.



▲ Cavalry, archers and foot soldiers make up the bulk of your forces but there are plenty of other types.



▲ The Fellowship can be commanded, upgraded and ordered in battle and they are a bit tasty in a scrap.



▲ The Balrog will cause immense damage due to its fiery breath and ability to soar above the battlefield.

GOOD COP BAD COP



A great idea for an RTS, packed with famous warriors and infamous foes. It looks pretty good, too.



The strategy and tactics might be a little bit light for RTS fans, and some of the levels seem slightly forced.

WHERE IT'S AT



Not all of the sections and menus are finished and polished, but most of the major battles are about 85% complete.

ON FRIDAY 8TH OCTOBER
EVERYONE
WILL
LOVE
YOU



FABLE™

FOR EVERY CHOICE A CONSEQUENCE.

XBOX.COM/FABLE



Microsoft
game studios



it's good to play together

©2004 Lionhead Studios Limited. Lionhead, the Lionhead logo and Fable are registered trademarks of Lionhead Studios Limited. Game designed by Lionhead Studios Ltd. in conjunction with Big Blue Box Studios Ltd.
©2004 Microsoft Corporation. All rights reserved. Microsoft, Microsoft Game Studios, Xbox, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.

YOUR SHOUT



Are you just a little bit mouthy? Got something you want to tell the rest of Planet Gamer? Vent your spleen (sounds messy) or spread a little lovin' to your fellow gamers right here! Simply e-mail us at: gamesmaster@futurenet.co.uk, or stuff your thoughts in an envelope, fill out the coupon (or copy it out if you don't want to damage your mag) on page 55 and haul the whole thing off to: Your Shout, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Star Letter gets the game of their choice. Unfortunately we're too busy doing the mag to reply personally but we read everything that comes in and laugh at all your jokes.

THE EDITOR • Robin Allway

SING ME A STORY

Hi GM,

I'm writing as a bored rock fan who would like to see a music game with a storyline. Look at *Tony Hawk's Underground*, for example – just turning it into a sports game with a climax made it a lot more interesting to play. If inspiration was taken from the eventful careers of the Chili Peppers and the Rolling Stones, a pretty damn good music RPG could be made. It would be better than the 'demanding' *Pop Idol* games even if it was a tactical game like *LMA Manager*.

Matthew Howard, Stratford

It can only be a matter of time – as it is, Karaoke Stage makes you progress from bedroom

bopper to stadium headliner, so there's every chance you'll one day be able to do the same thing without the terrible singing.



EASY DOES IT

Dear GamesMaster,

Why so many references to games being too easy or too short? I want to make a stand for the people who don't play games for a living. Games are supposed to entertain and, while overcoming a challenge is rewarding, many hard games rely on illogical puzzles, tiny (or invisible) platforms, or

➔ You lot are on enterprising form this month, with ambitions to manage your own pop group and open a chain of 'console cafés' – hell, you're so busy you can't even be bothered to stop and eat...

STAR LETTER

FOOD FOR THOUGHT

Hi GM,

It has been known for a while that the UK and USA have a weight problem. It is okay for fast food companies to try to solve this, but why games? I love *Metal Gear Solid* and *Grand Theft Auto*, but now it seems that in the middle of a fight I have to hunt for some food. Stopping every so often to reboot stamina by finding food is a bad idea in my opinion. *Vice City* and *Sons of Liberty* were great games and the sequels do not need a hint of *The Sims* thrown in to the mixture. I just want to play my favourite games without worries about losing a fight just because I didn't stop to eat a dead cow in a bap!

James Wardle, Hull

Oh James and your strange indigestion worries. While a lot has been made of the eating sections in both MGS and GTA, it's important to point out that they

are there to enhance the experience, and not detract from it. You're not going to play Grand Tubby Auto or Metal Gut Softy and these are not eating games. In GTA, popping in for a burger and fries is about as much hassle as picking up a health pack, and in Metal Gear, throwing grenades at frogs is immense fun. Having played both, we assure you that you'll be pleasantly surprised by introduction of some food flavouring to both games.



STAR LETTER

GAME

If you're the Star Letter writer, you'll win the game of your choice on any format, courtesy of our mates at Britain's top games store – GAME. Get scribbling and you could be a winner!

www.game.co.uk

gamesmaster@futurenet.co.uk

Dual Masters?

STYLUS OVER SUBSTANCE?

Dear GM,

The Nintendo DS will introduce non-gamers into the market. I finally managed to get my mum to play on my GameCube, which was a disaster because she couldn't use the controls. For people who aren't used to using complex controls the DS is a godsend. I'm just thankful Nintendo were willing to take the risk with the stylus – it's just what the gaming industry needs!

Luke Palfreeman, Burnley

The whole touch-sensitive/stylus control thing could certainly lead to some great innovations, but...



I want to know why you say the

DS is not made for left handers to be able to use.

Mark Cook, Dundee

...Our slight reservation is that a glance at the DS design shows you it's not symmetrical – there's a d-pad on the left, and a set of four face-buttons on the right. If a game is designed for you to use the d-pad while holding the stylus, left-handers will somehow have to reach the d-pad with their right hand – or use the stylus like a joey.

BONUS LEVEL

Paragraphs? Pah. Here's where we ruthlessly round up all your texts, root around in your email scraps and don't even stop short of dragging small bands of sentences ruthlessly away from their wordy mates in longer letters...

Sorry to hear that Tom East is gone, we will remember him as the crazy guy with big hair and great crack. But you lot will get over it and end up with a new

friend, and Tom might pop down to GW HQ for a cup of tea. Yes, and to make off with our newspapers...

I am a great fan of Tom East, sad

as it may sound. I followed him from his PlayStation Max days – even then his sour face made me laugh. Is it possible to have a pin-up poster in next

issue? We tried, but we couldn't get him to wear the thong – he said it clashed with his trainers.

I've seen a lot of scary things,

constantly respawning enemies that just cause pad-smashing frustration. People argue that longer games are better value for money, but often they become repetitive and tedious, and are abandoned before completion (there are exceptions, such as *Zelda* or *GTA*). Think about it! Is watching a game of cricket (five days) better value than a football match (90 minutes)? Is solving quadratic equations (hard) better than watching telly (easy)? Is *Catwoman* (104 mins) a better film than *Reservoir Dogs* (95mins)? The list goes on. So, longer and harder isn't always better, although, in case you were wondering, I am hung like a stallion and as solid as a steel girder.

Andy Dingwall, Derby

Well, quite. We're the first to agree that sometimes a bit of fun is more enjoyable than long-term commitment...

ON THE MOVE

Dear GM,

I think I know a lot about the world of gaming but there's one field I've just been made aware of by your very magazine – mobile phone gaming. The thing that took me by surprise was the astonishing quality of the games (I do like *Snake 2* on my ancient phone!). I knew these phones were capable of retro classics such as *Manic Miner* but I was quite amazed at the likes of *Splinter Cell* and *Rainbow Six*. Looking at the scores as well, 72% being the lowest in GM150, rising to 78%, 86% then 92%, it's quite remarkable!

Andy Davidson, Grimsby
Mobile games for the more



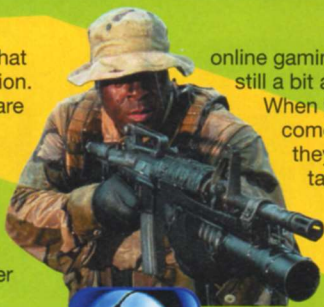
Rainbow Six for mobile phone is cool, but it ain't gonna look like *Black Arrow*...

advanced handsets really are pretty impressive – though of course the scores reflect what's possible on the format. No mobile phone game is really going to look or play like a masterpiece on a big telly – or not yet, anyway.

CAFE CULTURE

Hello fellow gamers,

Now that online gaming is taking off, I've had an idea – as much fun as



online gaming is, it is still a bit anti-social. When your mates come round they can only take watching you play for so long, and your

excuse that they can't play because they'll ruin your SOCOM reputation won't wash for ever. So why not

have a console café, similar to internet cafés but for gamers, a place where you and your friends could meet up, play new games, enjoy online gaming, or just have fun beating your friends. Also, having your team in one place would provide a superior tactical advantage – no head-sets, and being able to talk when you're 'dead'. But before I sell all my worldly possessions and risk bankruptcy I need the opinion of gamers – would they be prepared to go to and pay for a console café even if they had broadband at home?

Michael Forrester, e-mail

Well Michael, there's bad news and good news – the bad news is that your idea's already been taken. Which means the good news is that you and your mates can find somewhere to go online without them messing up your precious SOCOM record – if they're still your mates after coming round your house and having to sit and watch you play! There are various LAN and online gaming centres across the country where for a small fee you can take on all comers across the net. Check out www.iguk.org for starters. We're not sure if they'll do you a nice mocha latte though.

SCORE WARS

Dear GM,

It's about *Pro Evo* and *FIFA*. Personally I don't like *FIFA* – never have, never will. Loads of people say *FIFA* is better because of the graphics, but I do know what they are on about – it's the authenticity of the game. Yes, *FIFA* has got very good realism with the kits and players' faces, but that ain't gameplay is it? *Pro Evo* is the virtual league of football with fantastic gameplay and, in my opinion, superb graphics and the fantastic master league. Why do you need sponsored kits to make it a good game?

Ben Ryan, Accrington

Dear GM,

but Jim McCauley takes the biscuit – I mean, aren't there laws against being that scary? He's like all your worst nightmares with long hair. Awww, he's a

sweet boy really – though don't tell him we said that, it would ruin his reputation.

I read that the PSP can be connected to the

PS2 via the USB port. But new PS2s and all the silver ones don't have a USB port. Does this mean all those people are left out? Don't worry – all PS2s, including

the new ones, do have a USB port – the new ones just don't have link cable ports, which won't matter for PSP connections. People keep

saying the PSP's main disadvantage is going to be the price. But in this day and age I don't think price will prove a problem – you can't get an iPod for less than 200

quid but people are still snapping them up. We reckon the PSP will be a popular gadget – the question is, which handheld will gamers prefer?

SULTANS OF SPIN

Dear GamesMaster,

I recently bought *Van Helsing* and *The Chronicles of Riddick* for Xbox. They are both film spin-offs but with one difference – *Van Helsing* is a pile of crap and *The Chronicles of Riddick* is a whole new horizon in film-to-game conversions. The reason *Van Helsing* is crap is because it follows the film like an old granny follows a Zimmer frame, and the reason *The Chronicles of Riddick* is brilliant is because the team behind it sat down and thought up a new plot, rather than following a ready-made one that was created for a film, not a game. If you use the plot of a film for a game it doesn't work, damn it! If there are any game companies out there planning to make a game from a film, do just that – plan it!

Lewis Giles, Blackwood

Riddick is indeed a great example of a film franchise that manages to stand on its own two feet as a game. Too many film tie-ins are a string of cutscenes linked by no-brainer on-rails sections, but Riddick shows what can be done with a bit of time, work and imagination.



Okay, the goggles look naff, but *Riddick* proves film spin-offs can be good games.

FIFA seems more popular than any other football game because it has been around longer, but I think *Pro Evolution Soccer* is the best game. *Pro Evolution Soccer 4* is coming out about the same time as *FIFA 2005* and I will certainly be getting *Pro Evo* because its gameplay is much better. I used to play *FIFA* until my friend told me to try *Pro Evo*, and ever since I've been

hooked on it.

Mark Lever, London

Another season, another Pro Evo/FIFA face-off – and it looks like Pro Evo has got its supporters out earliest this year, despite the game being due to hit the shelves a little bit later. Check out our FIFA 2005 review on page 89, and look out for the final word on Pro Evo 4 next issue!



Will PES continue to win the annual footie face-off?



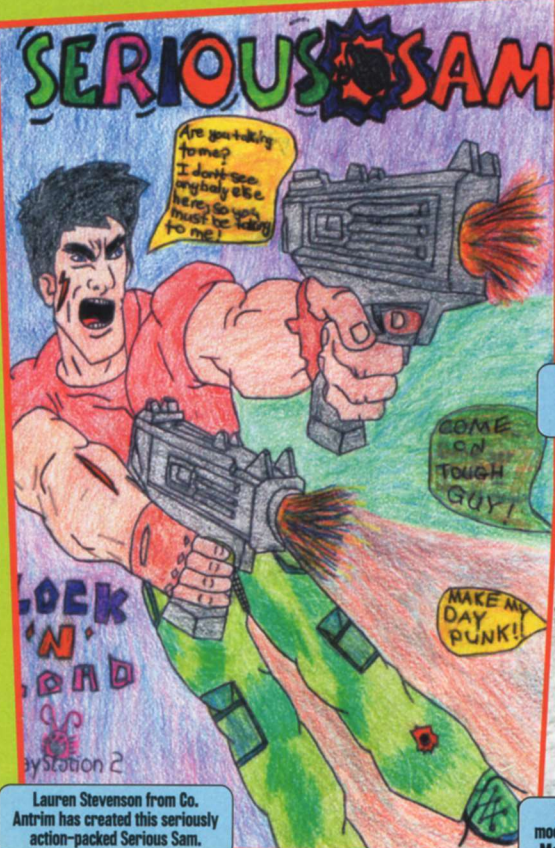
You can now TEXT Your Shout on 83130

If you don't feel like penning an elegant epistle, or you're seized with a brilliant idea while you're on the bus and e-mail just doesn't seem immediate enough, you can now send your nuggets of genius to Your Shout from the comfort of your mobile. Text GM SHOUT plus your comments to the number above for just 25p.*

ART HOUSE

Are you a whizz with the old felt tips? A demon with the crayons? Or even the prince of the pencil? Well, we really want to see those pictures, so get scribbling now and don't forget to include the coupon on page 55!

Star artist this month is Sejin Thomas from London with this outstanding ink-drawing of Solid Snake.



Lauren Stevenson from Co. Antrim has created this seriously action-packed Serious Sam.



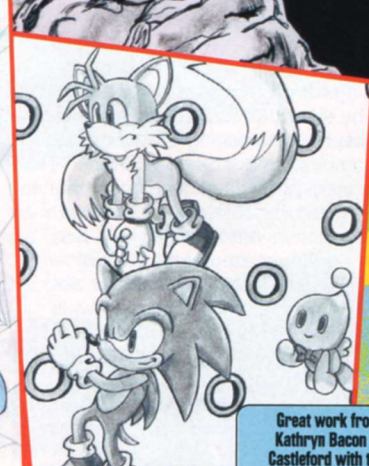
It's an epic Zelda quest in subtle shades from the pencil of Jason Bailey of Loughborough.



Lara goes mean and moody in the mind of Pablo Martinez from Liverpool.



A slightly odd-looking Spider-Man from Henry Oglegor from London, but the hands certainly look sticky enough.



Great work from Kathryn Bacon of Castleford with this excellent Sonic shading.

GAME DESIGNERS' WORKSHOP

Joseph Cleaver from Halesowen has designed *Greedy Grubs*, where you play Terry, a harmless 'good grub', who has to defend his colony against two giant evil mutant grubs by smashing through mud piles with his trusty shovel. It's colourful, interesting and innovative, even if the lead character does look like a pair of testicles...

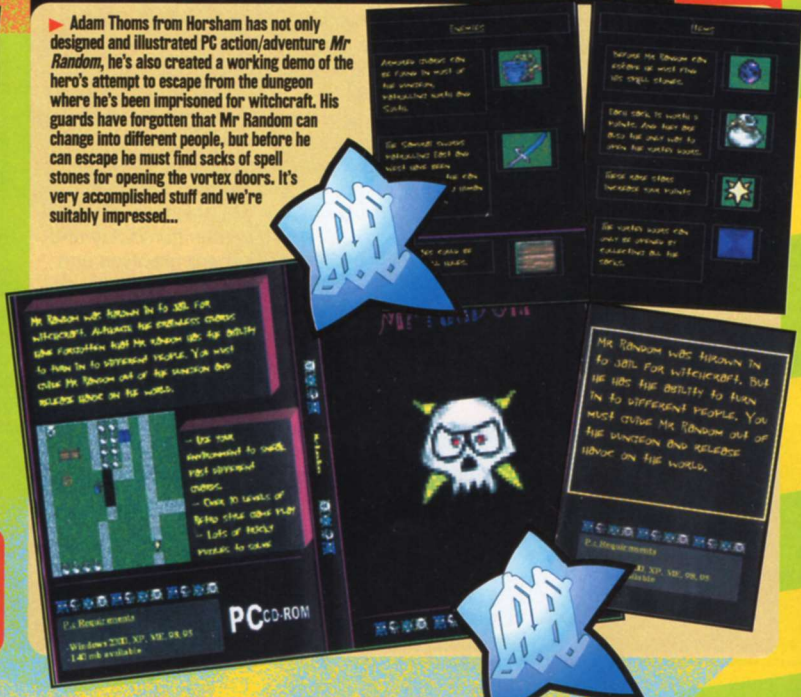


How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on p55. If you win, you'll get a game on a format of your choice.

THIS MONTH'S WINNING GAME!

Adam Thoms from Horsham has not only designed and illustrated PC action/adventure *Mr Random*, he's also created a working demo of the hero's attempt to escape from the dungeon where he's been imprisoned for witchcraft. His guards have forgotten that Mr Random can change into different people, but before he can escape he must find sacks of spell stones for opening the vortex doors. It's very accomplished stuff and we're suitably impressed...



OUT NOW!!



➤➤ Reckon you can review games alongside the *GM* team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

Final Fantasy H-2

PRICE: £40 PUBLISHER: SQUARE ENIX

REVIEWER



Cormac Dowling

Final Fantasy games are probably the best RPGs around, and the series just keeps getting better and better. The 10th *Final Fantasy* was outstanding, and, surprisingly enough, the sequel is too. Now Yuna (the main character), Rikku and Paine (a new character)

are free to roam all of Spira. Of course there are plenty of fun mini-games, and new weapons including guns, and lots of other new features. Battles are very fast-moving as you don't need to wait a while until the enemy attacks. The game can be very tough in parts, for example when you face a large boss and your party aren't strong enough, so you have to get on your plane, go somewhere else and get them stronger by fighting monsters. This game will last you ages if you want 100% completion and to unlock unseen cutscenes. The only drawback is the storyline, which is a bit disappointing. Everything else is superb. An excellent follow-up to a great original.



▲ It's the first real sequel in the *Final Fantasy* series, but fortunately it's an excellent game in its own right.

Resident Evil

PRICE: £40 PUBLISHER: CAPCOM

REVIEWER



Gareth Crook

This remake of the original is the first *Resident Evil* that actually made me jump in more than one place. The first time a zombie burst through a door and chased me down a corridor was brilliant! They're finally intimidating. Returning to a room containing a zombie who wasn't either

decapitated or burnt is always tense, as you know they might jump up and chase you at any moment. The setting is perfect. The detail on the animated 2D backgrounds is amazing, as is the incredible character detail. In short, it looks stunning! The whole thing of "Is Barry good or evil?" and looking after Rebecca keeps the story moving nicely. The bosses are good on the whole. The indestructible Lisa is cool, but the end Tyrant is too easy to kill. Cutscenes have very small pauses between shots, which are noticeable. Plus, if you like the *Matrix*-style cutscenes from *Veronica* you'll be disappointed. The game is short; you'll see the credits in about seven hours, but the branching storylines add lots of replay value. In the end, the sheer quality of what is the best *Resident Evil* game shines through.



➤ *Resident Evil* might be a remake, but it's still a brilliant game.

Metal Gear Solid: Twin Snakes

PRICE: £40 PUBLISHER: KONAMI

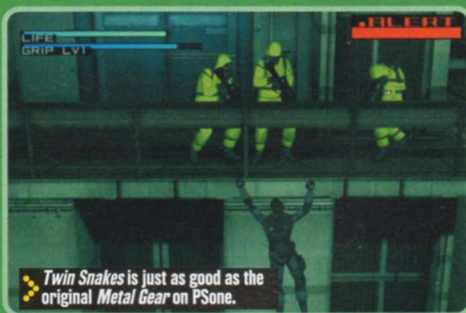
REVIEWER



Grant Macdonald

Okay, let's get this over with: yes, *MGS: Twin Snakes* is a remake, no, the story hasn't changed, so yes, I suppose it could be seen as a rip-off. But don't let that put you off. Whether or not you played this on the PSone, you're bound to love it, especially with the massively improved

graphics. With all the gameplay of the original and the graphics and features from *Sons of Liberty*, this makes for Solid Snake's best outing yet. Snap necks and sneak around in typical *Metal Gear* fashion, but now shoot in first-person mode for a more accurate shot. Some may feel let down by how easy it is compared to the original, but there are plenty of difficulty levels to choose from. Unlike the PSone version there's now more replay value, with the introduction of Boss Survival mode (once you've completed the main game), where you can take part in all the epic boss battles without bothering about following the storyline. If you're an *MGS* fanatic you'll already have added this to your collection, but if you're new to the series this is an excellent place to start.



➤ *Twin Snakes* is just as good as the original *Metal Gear* on PSone.

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of *GM* just mark your letter either 'Your Shout', 'Cart Boot', 'Art House' or 'Game Designers' Workshop' and bung in this coupon with your submission. Simple. Now send the bundle to... *GamesMaster*, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your *GM*, scribble it all down on a bit of paper.

My name is: _____

My address is: _____

My age is: _____

The bit of *GM* I like is: _____

The bit of *GM* I hate is: _____

Stick a pic of yourself here if you want to see YOUR face in *GM*!

To get your stuff in *GM* send it to...
GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

This month's *GM* survey questions are...

Which game looks like it's going to be better - *Halo 2* or *Killzone*? And what is the tastiest type of nut - macadamia or pecan? And what's the best type of household pet - a cat or a dog?

HALO 2 OR KILLZONE? _____

MACADAMIA OR PECAN? _____

CAT OR DOG? _____

Check back next month for the results!

Result!

In *GM*151, we asked you: what's the most depressing thing about autumn - darkness or rain? What are the scariest creatures - sharks or tigers? And which are the most boring - weddings or school assemblies?

DARKNESS OR RAIN: ...Rain

SHARKS OR TIGERS: ...Sharks

WEDDINGS OR ASSEMBLIES: ...Assemblies

Mark your letter up as 'Your Shout', 'Out Now', 'Art House' or 'Game Designers' Workshop'!



live the game.

GAMECUBE™ RANGE
ADVANCED CONTROLLER
4MB MEMORY CARD

RIGHT ABOUT NOW

GBA SP™ RANGE
TRAVEL PACK
LINK CABLE
CARRY POUCH

THE PHUTURE OF GAMING



Advanced Controller



4MB Memory Card



SP Carry Pouch



SP Link Cable



SP Travel Pack

PLAYSTATION®2 RANGE
ADVANCED ANALOG CONTROLLER
MULTI-PLAYER ADAPTER
DVD REMOTE AND CONSOLE STAND
SHARP SHOOTER

also available
right now!

XBOX™ RANGE
NEO S CONTROLLER
DIGITAL AV CABLE
SHARP SHOOTER ARCADE LIGHT GUN

JOYTECH™

available from

WOOLWORTHS

JOYTECH™ is a registered trademark of Joytech Europe Ltd. Joytech Europe Ltd. Saxon House, 2-4 Victoria Street, Windsor Berkshire, SL4 1EN UK. Take 2 is a trademark of Take 2 Interactive Software Saxon House 2-4 Victoria Street, Windsor Berkshire SL4 1EN UK. This product is not designed, manufactured, sponsored or endorsed by Sony Computer Entertainment Inc. Playstation 2 is a registered trademark of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox Logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other Countries. Gamecube™ is a registered trademark of Nintendo of America Inc. This Product is not sponsored, endorsed or approved by Nintendo. This product is not sponsored, endorsed or approved by Nintendo. Game Boy Advance Sp™ is a trademark of Nintendo Co., Ltd.

A Take2 Company



Games Master

TIPS

TIPS FOR THE LATEST GAMES! ♦ THE HOTTEST TIPS FOR THE LATEST GAMES! ♦ THE HOTTEST TIPS FOR THE LATEST GAMES! ♦ THE HOTTEST TIPS FOR THE LATEST GAMES!



CODE GIRL

Snoop might be fighting for New York but I always find it's better to sit down and have a good chat rather than jumping straight in with your fists. And smashing someone's face into a drinks machine, well that's just downright rude. And you could break a nail. Which would be a disaster.

TIPPED THIS ISSUE...

AMERICA'S TEN MOST WANTED (PS2)	55
CLASSIC LEGEND OF ZELDA (GBA)	55
DRAGONBALL Z: BUDOKAI 2 (PS2)	55
FORMULA 1 '04 (PS2)	53
GRADIUS V (PS2)	52
HALO (XB)	54
MADDEN 2005 (PS2, GC, XB, PC)	53
MASHED (PS2, PC)	52
METROID FUSION (GBA)	56
METROID PRIME (GC)	56
MGS: THE TWIN SNAKES (GC)	56
MGS2: SONS OF LIBERTY (PS2)	56
PIKMIN 2 (GC)	52
POKÉMON RED/BLUE (GBA)	55
RATCHET & CLANK 2 (PS2)	54
SAMURAI JACK THE SHADOW OF AKU (PS2)	54
SPIDER-MAN 2 (XB, PS2, GC)	54&55
SUPER MARIO ADVANCE 4 (GBA)	55
THE SIMPSONS HIT AND RUN (PS2, GC, XB, PC)	54
VIEWTIFUL JOE (PS2)	53
WORLD CHAMP SNOOKER (PS2)	54
WWE DAY OF RECKONING (GC)	53
ZELDA: THE WIND WAKER (GC)	56

THE GUIDE

Def Jam FIGHT FOR NY

WORD ON THE STREET IS IF YOU WANT TO SURVIVE, YOU BETTER GET YOUR HANDS ON OUR GUIDE...



p.48

TIPS EXPRESS

LATEST CHEATS!



p52

MASTERCLASS

YOUR TIPS!



p54

CONSOLETATION ZONE

YOUR QUESTIONS!



p56

ARE YOU A GAMESMASTER? SEND US YOUR TIPS P.55



BEST GAMES BUSTED! ♦ TOP TIPPAGE! ♦ THE LATEST GAMES BUSTED! ♦ TOP TIPPAGE! ♦ THE LATEST GAMES BUSTED! ♦

TIPSTER



Joel Snape

THE GUIDE

BEST GAMES BUSTED! ♦ TOP TIPPAGE! ♦ THE LATEST GAMES BUSTED! ♦ TOP TIPPAGE! ♦ THE LATEST GAMES BUSTED! ♦

Def Jam FIGHT FOR NY

Word up! Time to **bust some ass**, street-style! Swell your knuckles up as we get nasty with **the toughest rappers** this side of Goldie Lookin' Chain...

KNOCKOUTS

Knockouts are possible in several ways – as you buy Blazin' moves, try to pick four different ones that'll let you ditch an opponent in a specific area of the ring.

WEAPONS

If your opponent picks up a weapon, it's best to sprint at them and hit them with a running attack. If this fails, hit them with a combo to smash their weapon as they block – even a punch is enough to break a bottle.

DAMAGE

Unlike *SmackDown*, it's possible to use weapons as you jump off turnbuckles for enormous damage – give it a go.

COMBOS

Most combination punches aren't, strictly speaking, real combos, because even if the first two hits connect it's possible to block the second two. Later CPU opponents will always block, but it's actually possible to block the third hit, then counter the fourth by tapping towards it as you hit block.

COUNTERS

When an opponent picks you up off the ground they'll almost certainly go for a throw, so tap towards them and hammer the punch or kick button to counter it.



STREET STYLE!

Don't forget – your threads play an important part in how well you do. Turn up dripping with bling and bespoke trainers and the crowd'll be impressed, giving a temporary boost to your charisma score and letting you build up your Blazin' meter easily. It's best to coordinate your threads, so don't wear a Capone hat and casual shoes with tracksuit bottoms and a hoodie. As a general rule, if Snowball says "I ain't mad for that" when you try on an outfit, you look stupid.



Raaaah! If only this worked in real fights.



TEAM MATCHES

It's practically impossible to win when things get two-on-one, so team matches are all about being the first pair to score a knockout. It'll mostly be you against one person, but always look for chances – if your homie's getting stamped on in the corner or there's a weapon handy, go and bust the other guy in the back of the head.

SHOW ME YOUR STYLE!

In Story mode you start with one style and can buy up to another two for 2,500 development points each. It's important to do this as it varies the ways it's possible to get a knockout, and makes your fighter stronger in certain areas. Trouble is, not all of them work that well.

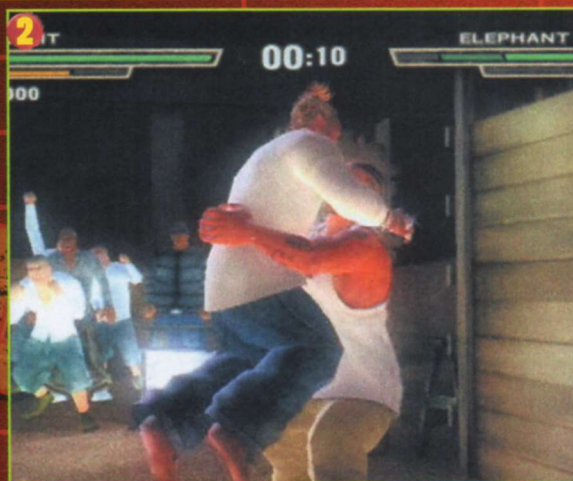
1 STREET FIGHTING

Emphasises strong blows and vicious combos. Lets you knock

out opponents with an **RT+A** Haymaker, making it a good style to use as your base, since it's tough to get grapples in during the early going. Pick this, then develop your strength at the gym.

2 WRESTLING

Improves your grappling ability – obviously – and allows you to K.O. opponents by grappling with **RT+X** and following up with either **RT** or **A**. Use it as third pick if you must, because it's tough to land those grapples against a quick opponent. You'll need decent technical ability before using this.



3 KICK BOXING

Another good opening pick – kick boxing's excellent for combos and allows you to knock out opponents with strong kicks or quick grapples, making it an excellent choice.



4 MARTIAL ARTS

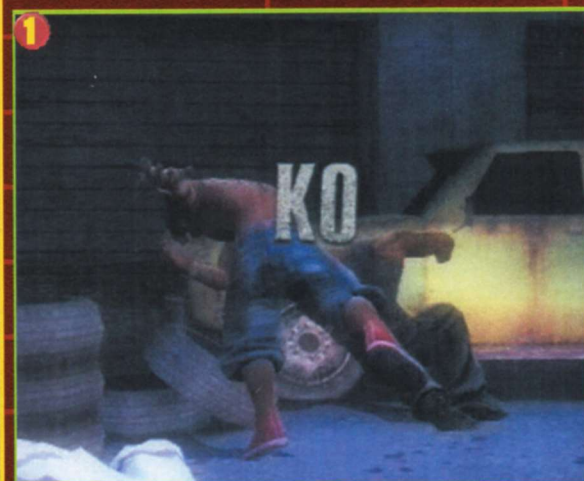
The best choice as your second style – martial arts improves your speed and recovery time, and lets you pull off wall-springs. Knockout blows come from

jumping attacks – these are impossible in certain arenas, but crucial in areas such as Club 357.



5 SUBMISSIONS

This allows you to win by – yes – submission. It's not that useful, since you have to hit the same move three or four times to have a chance of finishing your opponent, and is next to useless in team or free-for-all matches.



ORIGINAL GANGSTAS!

Completing the game unlocks 62 of the game's characters and all the venues, but there are another 14 slots on the roster to fill. To get these, you'll have to earn points by playing single matches one at a time. To do this in a hurry, just set up a two-player Window match, throw the lifeless Player Two through the glass, then pick rematch and do it all over again. It still takes a while, though, because you only get five points a time.

1 D-MOB

100 Points

There are three versions of D-Mob to buy – fully-suited, shirt D-Mob and vest D-Mob. They all cost the same.



2 CINDY J, SHAWNNA, LIL KIM AND LAUREN

50 points each

You can 'earn' one of these lovely ladies in the game by nabbing her as a girlfriend, but you'll have to buy the others.

4 SPARKS AND JERVIS

50 points each

These are the two crooked cops that arrest D-Mob at the start of the game.



3 SNOWMAN, STINGRAY AND JACOB

The hairdresser, jeweller and outfitter from the shop district are all available to buy. Manny the tattooist is unlocked after you finish the free-for-all tournament.

5 SUSPECT

This oddly grey chap's based on the police Wanted poster from the start of the game. He's rubbish.



FREE-FOR-ALL MATCHES

In the free-for-all tournament, it's often worth stepping back and letting everyone else damage each other, grabbing weapons when you can and draining everyone else's energy. Apart from that, don't use your Blazin' move to KO the penultimate fighter, or you'll be left struggling to build up another one for the showdown.



ENVIRON-MENTAL!

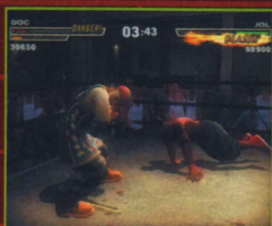
The key to *Def Jam* success is knowing your terrain. Here's how to get the advantage in hostile territory...

**THE TERRORDOME**

No crowd participation here – just four big pillars to jump off. Try to corner your opponent and nip up for an aerial move quickly, or pin them against the walls and use multiple slams to stove them in. A good arena for martial artists.

**THE PIT**

A crowd-heavy arena. Bear in mind, though, that there's a pile of sacks near the bottom-right that it's possible to climb if you're in need of a quick aerial move. The Foundation's similar, but with a set of speakers that provide bottles as weapons.

**THE RED ROOM/CLUB 357**

Boxing-style rings where it's difficult to do environmental damage because your enemy'll just bounce off the ropes, so the best way to get a K.O. is to finish with a Blazin' move or a weapon. If you've got Martial Artist skill, try a flying attack off the turnbuckle.

**THE CHOP SHOP**

A bit like a ring, but with solid walls and crowds passing weapons over the top. This is the only area where it's possible to pull WWE-style turnbuckle moves like a superplex or top-rope DDT. Remember to try jumping weapon moves.

**DRAGON HOUSE**

The only arena where Ring Out rules apply – three environment moves will break any section of wall, after which a throw and a punch'll knock your opponent down. Use the computer's obsession with ring-outs to counter its grab attempts.

**THE POWER PLANT**

Oddly, there's no electricity to use here – just two fences and an extremely aggressive crowd. Grab wrenches, pipes, hammers and bits of wood for a very easy win in this arena. Dope.

**THE GAUNTLET/CLUB MURDER**

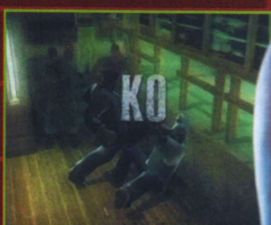
Enclosed arenas with no audience participation, so use wall slams constantly to keep your opponent off-balance. There's only one bit of damage to cause – do a wall move on the far left of the Gauntlet and you'll slam your opponent's head into the tiny cage door.

**SEVENTH HEAVEN**

Unusually for a gentlemen's establishment, there aren't any ladies to help you hurt people. You're in a circular arena with half a dozen bottles on the walls. There's plenty of room, so the best bet's to keep retreating and blocking, then grab a bottle when your opponent's down.

**LIBERTY HEIGHTS**

This one's tricky, as you can only slam opponents into the pillar at the centre of the top wall – they'll just bounce off the lower wall. For knockouts, it's best to lob opponents into the crowd, then do a double-team – they seem particularly aggressive in this area.

**BABYLON**

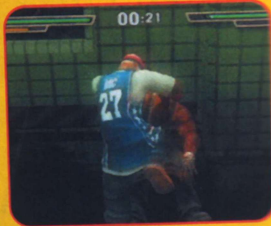
Plenty to do here – the jukebox and pillar are good smashing points, and if you pull off an environment move on the pillar on the right you can smash a fluorescent light bulb over your opponent's head. For general fighting, keep it close to the right-hand wall.

**DEMOLITION**

Two ways to win this – either K.O. your opponent or wreck their ride. It's best to keep the action over by the driver's side doors of your opponent's car so that they can't do environmental attacks without damaging their own car – or, alternatively, just quickly lob them into the bonnet and chuck them into the windshield a couple of times for an easy 'Totalled!' victory.



This looks bad, but Pockets is easy meat.

**SUBWAY MATCHES**

Like a normal match, but you can knock your opponent onto the train tracks with a shove and a quick kick. The screen shakes to show when the train's on its way, so if you're going to jump after them, make sure you get back on the platform in plenty of time or you'll suffer a double K.O.



THE TEN TOUGHEST MATCHES

Step up, dog – taking back NY isn't going to be easy...



1. CRACK

It's a cage match against Crow's best scrapper, and it's one of the toughest matches so far. Crack's all about slamming you into the cage walls, so counter with a kick every time he picks you up, then slam him into a wall until he's dead. This one's sure to be over in a couple of minutes – it's all about getting the momentum and keeping it. There's nowhere to run, so don't even bother trying.



2. ICE-T

This is the first really tough match, and it's in a ring so you can't even use environment moves. T's keen on jumping off the turnbuckles, so when you see him climbing one either run away or, if you're feeling confident, run towards him. He can't hit you if you're close enough, and you'll be able to grab him for a quick throw. You're unlikely to lose by knockout because he's constantly going for the submission, so keep countering his grapples and everything should be fine.



3. GETTING THE GIRL

After your first fight at The Limit biker bar, you'll be given the option to try to chat up a lady. Whoever you choose, you'll have to fight Nyne to get to her. He'll come at you like a steroid-added bull, so keep blocking his shoulder charges and clotheslines, then stove him with some quick throws and be on the lookout for pool cues being waved about by the crowd. If you lose, don't worry too much – you still get a girlfriend, but it's the not-all-that-pretty Shaniqua instead of the lovely Li'l Kim.



WINDOW MATCH

Held in Crow's office – the object's to throw your opponent through a window. You can either wear down the glass or – and this is the best option – get your opponent into the Danger Zone, at which point they'll hurtle through automatically.



4. TREJO

Your second fight against Trejo shouldn't be too tough, since you're now buffed up well beyond his level. The most important thing is to make sure you chuck him onto the train tracks, because you get a special trophy for killing him. Look, we're not making the rules.



5. CAT FIGHT!

After a couple of matches in Babylon, Carmen Electra makes a move on you after your fight. To ditch your current girlfriend, you'll have to fight her with Carmen. It shouldn't be too tough, but bear in mind that the crowd won't hit a lady – quite rightly – so you'll have to win with other environmental moves.



6. MAGIC

This is a Demolition match – keep slamming Busta 'Magic' Rhymes into the car on the right, and grab the occasional tyre iron off a member of the crowd for an easy knockout. Don't wander too close to your own car, otherwise he'll end the match early by busting up your wheels, especially if he smashes your windshield.



7. DOC

It's the final showdown with D-Mob's crew – you against Doc (or Redman) in Club 357. The crowd hate you here, so they'll keep passing Doc bits of pipe – when this happens, run at him and give him a quick flying kick in the teeth. Doc doesn't block as much as some, so combos can be the best way to deal with him – especially since the only environmental hits are slightly weak rope burns when you throw him into the turnbuckle. Wear him down with a couple of Blazin' moves, then quickly sprint up one of the turnbuckles and nail him with a flying kick to finish. When he's on the offensive, be wary of him doing the same to you.



8. SHOWDOWN

Finally, you go back to your old crew, and it's you and Blaze (Method Man) against Magic and Crack – but the methodical one's had a kicking, so you have to do the work. It's best to go for Busta – he blocks less, so it's easier to finish him quick. Keep slamming him into the scenery and try to finish him fast. There's a handy bat lying around at the start, and if you shove someone into the skip on the right a couple more weapons should fall out. If Blaze manages to pull of a Blazin' move – quite likely – get over to help him finish his opponent off. Now D-Mob's entire crew square off against Crow's boys, and it's time to head upstairs for the final showdown.



9. STICKY FINGAZ

Light your ass on fire! It's time for a showdown with your treacherous bro Sticky Fingaz, and he's set the hizzouse ablaze. Fire does huge damage to you, so whatever you do stay central so that he can't shove you into the flames, and try to use running kicks or shoves to set him on fire as often as possible. There's just one weapon here – a bit of wood that falls from the ceiling early in the bout – and there's really no quick way to finish it, because he's got so much energy. Just be patient, keep lighting him up like a Christmas tree and be ready to hit your Blazin' move as soon as possible.



10. CROW

The Snoopster's tougher than his stick-thin frame suggests – and you start the fight with a quarter of your energy gone and him swinging his cane. Your one advantage is Crow's obsession with throwing you through a window – if you walk towards the bottom of the screen, he'll keep shoving you towards the windows without doing you any damage. It's tough to shove him through the windows until he's low on energy because he'll counter, so mix it up with some combos and block a lot. Also, watch out for his Blazin' move – if he does it near the windows, he's got a special version that'll lob you straight through.

TIPS EXPRESS

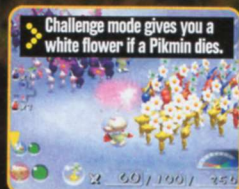
Grow your scores with the 'Min, get an A+ with *Gradius* and see Joe at his best as we find more cheats than an Olympic chemist...

STED WIDE OPEN! ♦ THE LATEST GAMES BUSTED WIDE OPEN! ♦ THE LATEST GAMES BUSTED WIDE OPEN! ♦ THE LATEST GAMES BUSTED WIDE OPEN!

PLANTING THE SEED OF A SOLUTION...

PIKMIN 2

Have you managed to save the latest generation of the furry, flowery ones already? Are you looking to squeeze a little more fun out of their purple/red/blue/yellow/white carryo bodies? Well, we have all the bonus items you need...



Challenge mode gives you a white flower if a Pikmin dies.

Unlock Shyacho

Collect 10,000 pocos to save Hokotate Intergalactic Delivery, then choose to continue.

movie

Collect all the pieces and rescue Louie.

PIK UP A POKE!

A new film and the credits.

Collect 10,000 pocos.

The Treasure Completion

Some Title Screen Fun

When the title screen is up, press R to make the Pikmin run.



Don't use too many Pikmin for the bosses as it increases your chance of losing some.

Play As Shiggy

All you need to do is complete the game and all 30 Challenge Mode Arenas, without losing any Pikmin at all. To add to these 30 Pink Flowers you need all the items and 10,000 pocos. Then, before you restart the game, hold Up and press Start.

Louie's Dark Secret Movie

Complete all 30 Challenge Mode Arenas, collecting all the pink flowers.

Challenge Mode

Find the key on the fifth floor on the first dungeon of the Summer stage.

IT MIGHT BE OLD-SCHOOL BUT NOW THERE ARE NEW RULES...

GRADIUS V

Some people might frown on cheats because, well, they are used for cheating. But even these miserable purists would agree that in the game *Gradius V* using these button codes is just self-defence. So all you need to even up this contest is to pause the game and slap in the code. But there is a downside, because the number of times you can use the cheat relates to the level that you are on. So if you are battling through level one, you can only use it once while on level five, you can

cheat up to five times.

FULL POWER-UPS

Power Up One

One Speed-Up, Missile, Double, four Options, Force Field
↑, ↑, ↓, ↓, ←, →, ←, →, [B], [B]

Power Up Two

One Speed Up, Missile, Laser, four Options, Force Field
↑, ↑, ↓, ↓, ←, →, ←, →, [B], [B]

FLAT OUT!



Even with these cheats on, keep adding Speed-Ups to your armoury.



The four Options give you huge firepower and plenty of protection.

SHRINK THOSE MICRO MACHINES BACK DOWN TO SIZE!

MASHED

It might not be the newest game on the page but this four-player racer has tied up a telly on GM ever since it first appeared. If you are still just as addicted but find yourself stuck then try entering these codes on the main menu.

Unlock Everything: PS2

↑, →, ↓, ←, ↑, ←, ↓, →, ↑, ↓, ↑, ↓

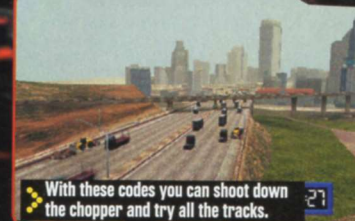
Unlock Everything: PC

Up, Right, Down, Left, Up, Left, Down, Right, Up, Down, Up, Down



The chase levels are some of the hardest in the game.

BUMPER CARS!



With these codes you can shoot down the chopper and try all the tracks.

PLAY AS THE INFERNAL DANTE!

VIEWTIFUL JOE

The great GameCube fighter slips across to PS2 with a cheeky new playable character to keep him company...

It's beautiful enough to make even the devil himself cry and it's got more secrets than

a bigamist spy, but *Viewtiful Joe* is also rather tougher than a six-day-old rhino steak. So if you want to unlock everyone and everything then we recommend that you flip it into Sweet mode and watch the view fly by.

Play As Dante
Complete the game on any setting.

Play As Alastor
Complete the game in the V-Rated mode.

Play As Captain Blue

Complete the game in the Ultra V-Rated mode.

Play As Sylvia
Complete the game in the Adults mode.

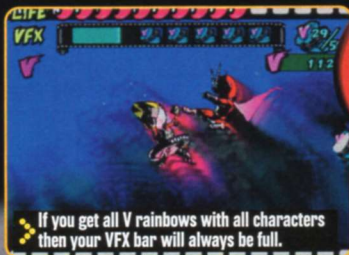
Play the V-Rated Mode
Complete the game on the Adults setting.

Play the Ultra V-Rated Mode
Complete the game in the V-Rated mode.

NO ORDINARY JOE!



All you need to do is complete the game to see the Viewtiful World music video.



If you get all V rainbows with all characters then your VFX bar will always be full.

CHOO, CHOO CHOOSE YOUR GRAPPLER

WWE DAY OF RECKONING

It's a big game with a very small cheat.

Unlock Bret Hart

Win the World Heavyweight Championship at WMXX.

Unlock A Train

After winning all the belts go into the Create-A-Wrestler option and enter Baldo Bloom as your name.



Brutus Beefcake and Greg Valentine can both be revealed.

GET A GRIP!



Finish the season mode to unlock even more new characters.

BE A JENSON INTERCEPTOR

FORMULA 1 '04

Be warned, these handy hints for this speedy racing game may contain spoilers! Get it? Oh well, we liked it. But if your driving skills aren't as sharp as your sense of humour then try a few of these bonus cars.

New intro movie

Set three lap-times in the top ten in the Time Attack mode.

Unlock Jordan 191

Win an Arcade season.

Unlock Lotus 72E

Win a Simulation season.

Unlock Williams FW14B

Win a single Arcade mode race.



There's no need to drive with Salo in solo with these cars.

GRID-IRONING OUT YOUR GAME.

MADDEN 2005

He hasn't played since the ball really was made of pigskin but John Madden is still the man to beat when it comes to Grid Iron And if you fancy beating the ancient American to the snap then all you need is this list of nifty and easily-nicked cheat cards.

CODE CARDS

Gold Player Cards

Go into the My Madden menu and look under the Madden Cards option. There you will find the Madden Codes and it is here that you can enter each cheat to get the gold cards.

Michael Vick Gold Card
A49H6R

TJ Duckett Gold Card
P67E11

UNLOCKABLE CARDS

These are the cards that you can only get

by actually doing something. Shame.

Cheat Card #195
Get a Gold in Ground Attack mini-camp drill.

Cheat Card #197
Get a Gold in Clutch Kicking mini-camp drill.

Cheat Card #199
Get a Gold in Swat Ball mini-camp drill.

Cheat Card #208
Get a Gold in Pocket Presence mini-camp drill.

Cheat Card #209
Get a Gold in Trench Fight mini-camp drill.

Cheat Card #210
Get a Gold in Precision

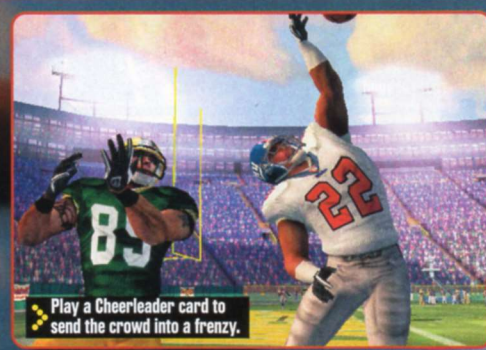
Passing mini-camp drill.

Cheat Card #211
Get a Gold in Coffin Corner mini-camp drill.

Cheerleader Card #251
Finish the Cincinnati Bengals game situation mini-camp drill.

Cheerleader Card #260
Finish the Dallas Cowboys game situation mini-camp drill.

Cheerleader Card #264
Finish the San Francisco 49ers game situation mini-camp drill.



Play a Cheerleader card to send the crowd into a frenzy.

Cheerleader Card #273
Finish the St. Louis Rams game situation mini-camp drill.

PLAYER CARDS
All these player cards can be unlocked in Madden Difficulty

Player Card #104
Get gold in Clutch Kicking mini-camp drill.

Player Card #147
Get gold in Pocket Presence mini-camp drill.

Player Card #2
Get gold in Chase and Tackle mini-camp drill.

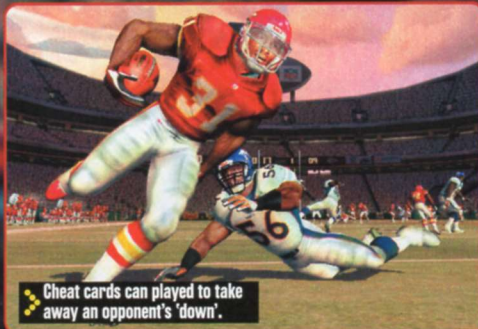
Player Card #30
Get gold in Coffin Corner mini-camp drill.

Player Card #38
Get gold in Ground Attack mini-camp drill.

Player Card #42
Get gold in Precision Passing mini-camp drill.

Player Card #52
Get gold in Swat Ball mini-camp drill.

Player Card #99
Get gold in Trench Fight mini-camp drill.



Cheat cards can be played to take away an opponent's 'down'.

SNAP TO IT!

MASTERCLASS

Swing on the Statue Of Liberty, be laden with Bin Laden, defeat the Doc and power-up your spanner. It's all here and it's all been found by you!

Anyone got any tips for curing this zit on my chin?

YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS

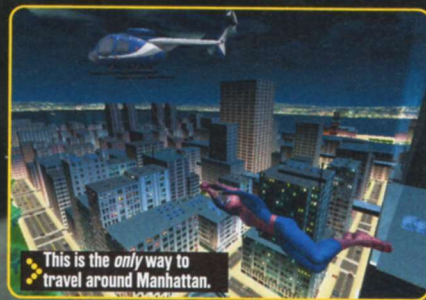
TIP OF THE MONTH

XBOX PPS SPIDER-MAN 2

Get To Liberty Island

You can actually get to Ellis and Liberty islands before the Quentin Beck mission. Just stand on the tallest building on the far side of the main island and wait for a helicopter to come along. Then, when you are above Ellis Island, jump off and climb the tallest building you can find. If you look you will see a chopper above Liberty Island that has changed its course, so charge your jump and grab onto it until it's over the island (it has the Statue Of Liberty on it). Then leap off and voila! You'll find a challenge here and a collectable but you won't be able to go inside the building just yet.

Ryan Moss, West Sussex



This is the only way to travel around Manhattan.



The token is beneath the statue at ground level.

You're a JOYTECH Top Tipster!



Skip to the end with this handy cheat.

WORLD CHAMPIONSHIP SNOOKER

Unlock Everything
Enter 11, 11, 11, 11, 11 at the main menu.

Neil Muntley, e-mail

RATCHET & CLANK 2: LOCKED AND LOADED

Secret Boss

On Oozla, (the first planet) head into the Megacorp store and scamper to the far end of the building. There you will see a ramp that can only be climbed with magnetic boots, so strap them on and do exactly that. At the top you will find a vendor, so have a chat with him and stock up on some serious weaponry for the battle ahead. After that, drop into the hole and down onto the leaf in front of you. Turn to the left and you should see the giant snail boss ready to fight. Defeat him and you'll receive and item called the Box Breaker, which shatters all of the crates around you when you use the overhead smash.

Anthony Baines, e-mail

SAMURAI JACK: THE SHADOW OF AKU

Unlock The Crystal Sword

During the game hold the left thumb stick down and the right thumb stick up.

Then press X, O, O, A.

Unlock The Flaming Blade

During the game hold the left thumb stick up and the right thumb stick down then press

O, X, O, A.

Full Health

During the game push the left thumb stick left and the right thumb stick right then press

X, A, O, O, X, A, O.

Full Zen Meter

During the game push the left thumb stick left and the right thumb stick right then press

O, X, O, A.

Scott Briggs, Neath.



▲ For a laugh hit the chickens in the village and see what happens.

THE SIMPSONS HIT AND RUN

XBOX GAMECUBE PPS PC

The Obliterator

This car lurks near the Springfield Stadium on level 5. Drive over to the stadium, face it and turn to the left. There you will see a fountain, which you should waddle over to and jump into. Now leap from this first bowl onto the second ledge to discover the car right in front of you.

Alex Spedding, Devizes.



▲ You can also put in X, O, X, O as a password for all the cars.

HALO

XBOX Carry More Weapons

During the level Pillar Of Autumn play as normal until the moment when you talk to the Captain. But after that chat, leave the bridge of the ship, ignoring the pistol there, and walk down towards the kitchens for the fight with the Covenant. Take the chance to nab the plasma rifle or pistol to go with your assault rifle, then turn back to the ship's bridge. As you do, a checkpoint will flash up and the grunts will cry out, and when you go to investigate you'll have all three shooters. Okay, so having these three weapons will only work on the first level but it's still a neat trick.

Chris Howard, e-mail



Go on, try it while you're waiting for the sequel to appear.



Beating this boss will also power up your wrench.

NOVEMBER 2004 055

CONSOLE TATION ZONE



Want to know what's in my hand? Close your eyes and open your mouth!

Snake need a bit of charming? Samus not quite performing in her prime? Don't give up – drop us a line and we'll apply our enormous gaming brains to your problems.



YOU CAN NOW TEXT PROBLEMS TO 831301*

CRACKING YOUR CODE CHAOS! • CRACKING YOUR CODE CHAOS! • CRACKING YOUR CODE CHAOS! • CRACKING YOUR CODE CHAOS! • CRACKING YOUR CODE CHAOS!

METAL GEAR SOLID: THE TWIN SNAKES

Hi GM,

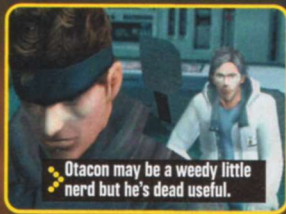
I'm stuck at the bit before you fight the Hind helicopter. I'm in Communications Tower B and I have Stinger missiles, but the way to the top is blocked and the lift won't work. What do you do next? I've tried everything I can think of.

Michael Halpin, via e-mail

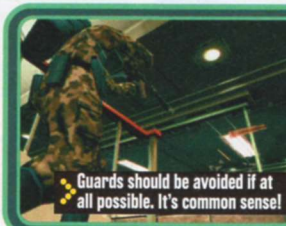
Tower B's a bit tricky if you don't do everything in the right order, so let's start from the beginning. Go left from the start to get some ammo, then go down the stairs until you can't go any further. Go back to the start then head south until you trigger a cutscene with Otacon, who gets the lift working for you. Now start up the stairs. You'll encounter a few sentry guns on the way, but if you're armoured up and carrying a Ration then you should be able to get away with ignoring them. When you get to the top you'll find a whole load of ammo – stock up with as many Stingers as you can grab – and a ladder. Climb up the ladder and get ready to have a barney with an enormous chopper.



Solid Snake, yesterday. He's saving the world – again.



Otacon may be a weedy little nerd but he's dead useful.



Guards should be avoided if at all possible. It's common sense!

MGS2: SONS OF LIBERTY

Dear GM,

I can't seem to find Emma in B1 of the second core in Shell 2. I've been trying to find her for ages but I just can't! Can you help me?

Daniel Burdick, Hull

Most certainly. After beating Vamp in Infiltration Chamber 1, head through the doors in the northeast of the room to get to Infiltration Chamber 2. Go down the stairs and swim down the tunnel, then climb up the stairs at the end to get to the locker room. Head for the node and log in. Now have a wander round and open all the lockers – one of them contains Emma Emmerich. Sorted!

ZELDA: THE WIND WAKER

Hi GamesMaster,

Please help, this has been driving me mad for ages! I've got to the Forest Haven, but I can't get the Deku Tree to talk to me! I keep killing all the Chuchus and I'm sure I've done everything I'm supposed to, but the Deku Tree doesn't want to be my friend! What should I be doing?

Alan Hammond, Manchester

We feel your pain – this one had us tearing our hair out as well, and you'll kick yourself when we tell you the solution. All you have to do is do a roll attack into the base of the Deku Tree. Yep, that's it. It dislodges the Chuchus, making Deku Tree terribly grateful. We'll leave the rest to you.



The Deku Tree may be a tree but he's a thoroughly nice fella.



You'll be revisiting Outset Island a fair few times in Wind Waker.



GET IN THE ZONE

Feel like your brain's about to burst with baffling game-wrongness? Don't get mad, get help from us! Tell us where you're stuck and we'll try our best to help. E-mail us on gamesmastertips@futurenet.co.uk, text 'console' and your problem to 831301* or write to Consolestation Zone, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.



METROID PRIME

Dear GM,

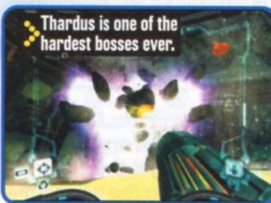
I'm stuck in the Phendrana Drifts. I got the Boost Ball augmentation, but I haven't got a clue what I'm supposed to do next!

Tom Sprackland, via e-mail

First, escape the Phendrana Drifts. Get out of the half-pipe by building up speed with your new Boost Ball, then head back to your ship in Tallon Overworld – it's marked with a big E on your map. When you emerge from the Gully into the Landing Site, turn left out of the door and jump up the platforms. There's a door at the top – go through it to get a set of spiffy Space Jump Boots. After that? We'd be inclined to head back to Phendrana Drifts – we're sure you can manage from there.



Magmoor Caverns is a nasty place indeed, being hot, dark and evil.



Thardus is one of the hardest bosses ever.

METROID FUSION

Hi GM,

I need help with Metroid Fusion on the GBA! I can't beat the SA-X – the second-to-last boss. Could you please e-mail me some tips?

Peter Robinson, via e-mail

Sorry Peter, but as you should all know by now we can't e-mail tips – we're too busy writing GM! But we can help with your SA-X appeal. Watch out for its Ice Beam and use your Screw Attack to avoid SA-X's Screw Attack. To teach it a proper lesson you need to blast it with Ice Missiles until it freezes then whack it with a charged-up Plasma Beam before it thaws. Do this five or six times, then it'll mutate into a freakish monster which tries to squash Samus – keep out of its way and keep hitting it with the Charge Beam. Eventually it'll fall and turn into Core X. Avoid its ice shots, wait for it to open up and then blast it with missiles, jumping to avoid damage. A few blasts and SA-X won't be a problem any more.



Metroid Fusion is a brilliant GBA game – but it's a really tough one too.



The bosses in Metroid Fusion are an evil bunch and no mistake – especially the SA-X.



[®]
METROID
PRIME
ECHOES

Get HIGH FOR FIGHTING





Games
Master





NEW GAME

REVIEWS



BRITAIN'S BEST REVIEW ZONE! ♦ BRITAIN'S BEST REVIEW ZONE! ♦ BRITAIN'S BEST REVIEW ZONE! ♦ BRITAIN'S BEST REVIEW ZONE! ♦



REVIEWS EDITOR

What a month! We've all moved in together, Robin and Dave got rather too close, I wet myself several times and tried to date a fireman! Not only that, but we've been playing *The Sims 2* and that got pretty freaky as well. It's also been a daft month because we've had an avalanche of games. If you find a bigger review section anywhere let us know.

Kath Brice

FABLE



p.84

ROCKY LEGENDS



p.76

THE SCORE

- | | |
|---|--|
| 90 to 100% Tippet top cream of the crop. If you own the console, buy this! | 40 to 50% Quite simply not very good. We played it - we didn't like it. |
| 80 to 90% A great game. If you like the sound of it, you should get it in. | 30 to 40% Oh dear. Perhaps the programmers should play some 'games'. |
| 70 to 80% Neat enough but a little lacking. Still, if you really must have it... | 20 to 30% What the...P! This looks awful and plays awful as well. |
| 60 to 70% A game scuppered by an annoying flaw or two. Shame. | 10 to 20% Not a videogame at all but a device of mental torture. |
| 50 to 60% Above average but only just. Spend your cash elsewhere. | 0 to 10% Like dangling your diddies in a mincing machine. |

THE VERDICT

Factpack

The stuff you need to know

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

3 Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography

These games have also made

FIFA '98	55%
FIFA '99	90%
FIFA 2000	78%
NBA LIVE 2000	45%
NBA LIVE 2000	51%
MADDEN NFL 2000	58%

3 Are the game's makers hot or not? Want to know what games they've made before? It's all here!

3 If the game scores over 90%, GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

3 It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:

Graphics: What does it look like? Does it move smoothly? Enough variety?
Gameplay: Does the game work? Is it satisfying and fun to play or a pain in the cheeks?
Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall

70%



The Sims 2

PCGD

It's the rollercoaster of life - the laughter, the tears, the love, the wet pants - all in one game!

p.94

REVIEWED THIS ISSUE...

DEF JAM: FIGHT FOR NEW YORK (PS2)(XB).....62	TOTAL CLUB 2005 (MULTI) TOCA 2 (PS2).....81
POKÉMON FIRE RED/LEAF GREEN (GC).....66	PIKMIN 2 (GC).....82
WARHAMMER 40,000: DAWN OF WAR (PC).....68	FABLE (XB).....84
COLIN MCRAE RALLY 2005 (XB)(PC)(PS2).....70	OBSOLETE (PS2) FORGOTTEN REALMS (PS2)(XB).....89
STAR WARS: BATTLEFRONT (XB)(PS2)(PC).....72	KINGDOM UNDER FIRE: THE CRUSADERS (XB).....90
VIEWTIFUL JOE (PS2) MADDEN 2005 (PS2)(XB).....74	CLUB FOOTBALL 2005 (PS2)(XB)(PC).....91
ROCKY LEGENDS (XB)(PS2)(GC).....76	THE SIMS 2 (PC).....94
GAMETRAX: DARK WIND (PS2).....78	OUTRUN 2 (XB).....96
FIFA 2005 (XB)(PS2)(GC).....80	TIGER WOODS PGA TOUR 2005 (XB)(PS2)(GC).....97

Also reviewed this issue: • Silent Hill 4: The Room (p.99) • Vietcong: Purple Haze (p.99) • Dynasty Warriors 4: Empires (p.102) • Crisis Zone (p.102) • Barbie: The Princess and the Pauper (p.105) • Thunderbirds (p.105) • Dragonball Z: Supersonic Warriors (p.105) • Star Wars Trilogy: Apprentice of the Force (p.105) • Ghost Master (p.106) • Evil Genius (p.106)



The final verdict in one snappy soundbite with the only score that counts at its side.

The return of Def Jam is only a page turn away. Shizzle my nizzle. Perhaps.



REVIEWER



Joel Snape



OUT: NOW

FORMAT: PS2
PRICE: £40

DEVELOPER: EA
PUBLISHER: EA

SPECIAL FEATURES: NONE
OTHER FORMATS: XB

CALL: 01932 450000
PLAYERS: 1-4

Most Wanted

The game kicks off with the cops describing you for a wanted poster – so you can create a character.

SKETCH ARTIST



You should be able to fashion a reasonable resemblance to yo' own damn self.

As things kick off, you've only got a tatty hoodie and some battered trousers.

Don't call it a comeback – the *Jam's* meaner, leaner and nastier than ever. And it's got a new hero...

Def Jam: Fight for New York

Mama Said Knock You Out!

KO opportunities depend on your fighting style, but some things *always* work.



▲ The easiest finish is to grab a tool and simply tonk someone until it – or their head – breaks.



▲ Slightly more elaborately, slamming someone face-first into a wall produces similar results.



▲ But for the ultimate in pain-bringing, there's the Blazin' moves. Kabosh!

Reinvention's a strange and wonderful thing in the mysterious world of hip-hop. Snoop Dogg, for instance, used to get arrested and accused of drug dealing every week – now he's happy to do cameos in Ben Stiller films and make the odd scud flick. Method Man used to chat about shoving red-hot coat-hangers up people's bottoms – now he's got a family sitcom. Vanilla Ice used to have a hit single and a stupid haircut – now he's got dreadlocks and co-hosts a show on Granada Men And Motors.

SWITCHING SIDES

It's the same with *Def Jam*. Remember D-Mob, the girlfriend-kidnapping, bezzie-mate-bludgeoning badass from *DJ Vendetta*? He's back, but just as he's being bundled into a

...D-Mob's a good guy, fronting the only crew with the **cojones** to take on the **D-O-double-G's** bunch of badasses...

police car post-shoeing, he's rescued by none other than... you. Yes, D-Mob's a good guy this time round, fronting the only crew with the **cojones** to take on the D-O-double-G's disrespectful bunch of badasses. And that's straight thuggin'.

GET A GRIP

More importantly, *Def Jam* itself has undergone some major revisionism since the *Vendetta* days. The grapple-centric combat and cartoonish animations have stayed, but the emphasis is



▲ You might remember Danny Trejo from his performances as 'Mexican hardnut' in *Con Air*, *From Dusk Till Dawn* and *Desperado*.



▲ Sticky starts out as your mate, but resents all the attention you get. No idea why he's called this – maybe he needs to lay off the cream buns.



▲ The Doggfather plays Crow, smooth mack and disrespector of the NY gang 'code' he's a bit handy with a stick and looks mad fly in a vest.



▲ This tubby bizzatch plays Crack, Crow's toughest pit-fighter. He slaps your boy Magic around, but you'll leave mesh imprints on his cheeks...



▲ You might not have heard of him, but Erick guest-MCs on Redman's hi-larious debut album *Whut?*, and kicks ass like a marine.



▲ Sean's represented Jamaica at swimming and water polo. He also invented the word 'Dutty'.

The Crowd Goes Wild

WWE crowds are wusses – they hold up signs, they cheer a bit, they go off and buy T-shirts. *Def Jam* fans are different – these boys have come to see heads busted and they don't mind joining in...



▲ Shove a wrestler into the crowd and they'll usually shove him back, letting you pull off a big slam. No escape with these homeboys on your back...



▲ But you occasionally find someone who really wants to join in – they'll grab anyone in a half-nelson and double-team them after a grapple.



▲ Best of all, shove a grappler into somebody holding up a weapon and they'll bust them upside their head, then jump up and down with joy. Off the hook!

The Best Bit



"No love here!" The crowd are surprisingly willing to hold your opponent's arms while you hoof him in the clockweights or give him a violent version of the birthday bumps.

definitely on inventive head-busting. Conventional wrestling rings have been (mostly) ditched in favour of cages, bars, subway stations and scrapyards. Ropes have been replaced by spectators who'll shove a retreating fighter straight back into the action. And, best of all, it's finally possible to clock someone in the dome with a pool cue, a wrench or a mop.

FIGHT DIRTY

As a result, *Def Jam*'s much more fun this time around. For casual gamers, it's less like straight wrestling, defying the inevitable comparisons with *SmackDown!* with a game that feels more like a street fight than a straight-up grappling

match. Entire matches can go by without even a sniff of a Fireman's Carry, as the participants whale on each other with weapons that even Earl Hebner would confiscate. Often, even the most unobtrusive bits of scenery can be used to bust up someone's cranium, so you'll spend early matches dragging opponents around to experiment with DDTing them through a floodlight or smashing up a jukebox with their nose.

The animation's exaggerated but wincingly violent, with those Blazin' moves defying gravity in top limb-snapping style. And, of course, if

...picking Ice-T as your tag partner or nabbing Li'l Kim as a girlfriend really makes you feel part of the game...



Blazin' moves are telegraphed with a roar and some nice-looking grain-o-vision.



Everyone's got the same Blazin' animation, although some of the taunts are different.

you're into the beautiful poetry that calls itself rap, you'll be in hip-hop heaven with the new roster. Virtually every major Def Jam artist's featured, with old-school players like Ghostface Killah and Flava Flav propping up last year's impressive crew. Each artiste's got their own taunts and trademark Blazin' move, with up to four of the latter being assignable to your own grappler.

TURN TRAITOR

Thanks to a nicely-paced story mode, you're given the chance to fight for both crews, getting supportive voicemails from Method Man while you're onside and incurring D-Mob's wrath when you turn traitor. It seems like a small thing, but picking Ice-T as your tag partner or nabbing Li'l Kim as a girlfriend really makes you feel part of the game, especially when you see your buffed and tatted character growling his way through the cutscenes – it's even possible to

Fender Benders



▲ Best of the match styles is the Demolition mode.



▲ Basically, it's a race to wreck your mate's car – with their face! We play this in the GM car park.

UNLOCK FIGHTERS



Even after Story mode's over, there are still a few little extras left to unlock.



And that's for Elephant Message, pal. Take your rubbish tunes elsewhere.

Factpack

The stuff you need to know...

Celebrity scrappers	46
Other wrestlers	23
Arenas	18
Match types	7

Redman



▲ Redman plays Doc, the hardest mutha in D-Mob's army. His only weakness is the chronic munchies.

Henry Rollins



▲ The former frontman of Black Flag's the trainer at the gym where you buff up, although he isn't averse to getting busy himself.

Method Man



▲ Method plays Blaze, your main man in D-Mob's crew. He used to be part of the Wu-Tang Clan, but nowadays he's all about the sitcoms.

Ludacris



▲ Ludacris has lots of hoes, apparently – although we don't know how having gardening implements scattered about helps his bad boy rep.

Crazy Legs



▲ Founding member of original b-boys the Rocksteady Crew, Legs stunt-doubled for Jennifer Beals in *Flashdance*. No, we're serious.

Ice T



▲ His rapping's okay, but we'll always remember T for his performance as a kangaroo in *Tank Girl*. He's also the only rapper named after a cocktail.

Not The Face!

Half the fun of *Def Jam*'s in discovering which seemingly innocent scenic props double-up as cartilage-crushing lethal weapons in the hands of an angry emcee. Allow us to demonstrate...



▲ In Dragon House, you'll need to create a gap in the fencing somehow.



▲ Back to basics at the Limit – we see this all the time in Bath's cultural nightspots.

▼ Grapple someone close to a handy prop, and you'll clock them with it.



▼ The Terrordrome comes with four rusty metal leaping-points.



▲ Not the jukebox! Although it looks like a redneck bar, so what the hell, eh?



▼ Thwack! Even Snoop's velvet covered door isn't safe from being used as an impromptu stoving-utensil.

End Of The Line

You might think having a punch-up in an abandoned subway station isn't a good idea. And you'd be right.



Apart from all the fizzy drink machines to bust someone's skull through, there's always the lure of the tracks.

But then there's a mysterious rumbling noise and the lights start to flash red. Whatever could it be?



WALLOP! Yes, it was a train. Instant K.O. for anyone unfortunate enough to be on the tracks. Tickets, please.



▲ As you'd expect, the ladies' moves come with the emphasis on sauce, not brutality.

choose the way he talks. Typically for EA, the pace rarely lets up – the tournament structure usually means you're given the pick of two or three venues if you're getting stuck. Don't underestimate the appeal of hugging out your grappler in crazy mad streetwear either – the massive selection of brand-name vests and trainers to browse through makes a nice alternative to all the fighting. Yeah, it's all a bit materialistic – but that's hip-hop, baby. Shame you can't buy a car.

IN CHARGE

For fight fans, the news is almost as good. The scrapping itself isn't really all that deep – you've got a couple of grapples, a handful of combos and a modifier to let you throw out strong



attacks. The real skill's in the positioning, knowing where to fling your opponent to set him up for a combo, and staying on him until he's spitting teeth. Although there's a traditional energy bar, the momentum system works like a cross between *Fight Night* and *SmackDown*. Health recharges – up to a point – over time,



▲ Some arenas come with alternative lighting schemes or different crowds to unlock later in the game.

Hello Ladies!

Like the last game, it's possible to impress the beautiful babes with your ass-kicking prowess – like the lovely Cindy J here...



Even Aguilera collaborator Li'l Kim's up for grabs – although you don't get any photos of her.

Get a kicking by her boyfriend, though, and Shaniqua grabs you while you're concussed. She's probably got a lovely personality...



But it's okay – you get to redeem yourself by nabbing Carmen Electra as your main girl. Shallow? Who, us?

but even when your opponent's in the red it takes a *Blazin'* move, an environment attack or one of your style's special attacks to take them down.

ON THE FLY

It's a neat system, meaning that an evenly-matched bout will seesaw backwards and forwards, while a total mismatch'll be over in seconds. The



▲ She might not be real, but Kimora's definitely the prettiest girlfriend on offer.



Busta Rhymes
▲ Yah-yah-yah! Yes, he's your funny-voiced worst enemy in *Crow's* posse. You might remember his hilarious mobile phone ads...



Flava Flav
▲ Public Enemy's most bombastic MC did the honours on classics like *911 Is A Joke*, and he's got an enormous clock. Yes, you read that right.



Ghostface Killah
▲ G.K.'s another ex-Wu-Tanger, and he's got the best stupid jewellery and pyjamas in the game. Sadly, you can't buy them...



Elephant Man
▲ Not to be confused with John Merrick or Barbar, this chap's a Jamaican rapper who definitely isn't horrendously deformed.



David Banner
▲ Not to be confused with the Incredible Hulk from the '70s TV series – but you still wouldn't like him when he's angry. Erm...

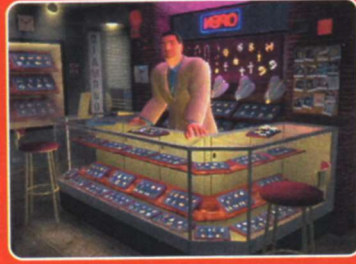


Looking Sharp, Feeling Fly...

Fight For NY's less a wrestling game, more a wholehearted endorsement of materialism. Get down the shops and spend some of that blood-money...



▲ Snowman was a (rubbish) grappler in the last game, but this time he fronts the clothes shop.



▲ Jacob's your smarmy-voiced source of bling. Jewellery comes in silver, gold, platinum and diamond.



▼ Stingray, your source for cornrows, afros, dreadlocks and all sorts of ridiculous beards.



▼ And finally, for those situations when you want to get served at the bar first, get a facial tattoo off Manny.

Bling When You're Winning...

Pimping it a mack daddy style's about more than just impressing the laydeez – a fashionable fighter's a popular fighter, and crowd support's all-important for building up momentum and nailing Blazin' moves. Leave those tracksuit bottoms at home and get kitted out in some proper threads...



▲ Not a good look. Tartan berets are not popular on the streets, y'all.



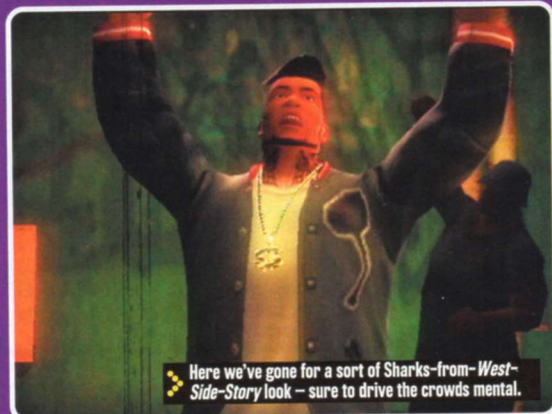
▲ Here we're rocking a stylish Kid 'n' Play haircut with a Freeway beard.



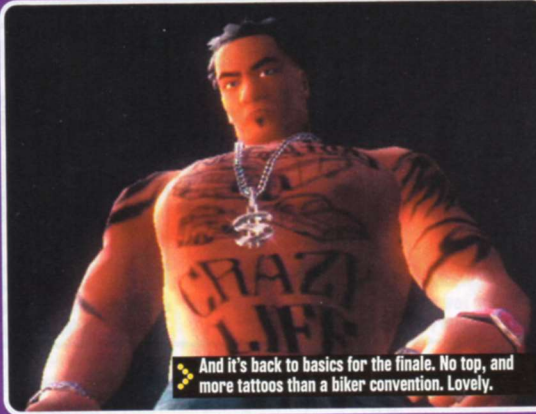
▼ When we turned bad, we decided to toughen up with a chinstrap beard.



▼ A nice, basic look – apart from the slightly ostentatious solid gold pendant.



▼ Here we've gone for a sort of Sharks-from-West-Side-Story look – sure to drive the crowds mental.



▼ And it's back to basics for the finale. No top, and more tattoos than a biker convention. Lovely.

countering's slightly woollier than *SmackDown's*, but gels nicely with the rest of the animations, making for fist-pumpingly quick-fire tussling.

It's even possible to pull off flying weapon attacks from the turnbuckles – something we've yet to see in *SmackDown*. Nope, there's really only one fly in the Soul Glow...

Def Jam uses six of the PS2's eight buttons. Six. And that's fine, except that **X**, the

grapple button, is the same button that you use to pick up weapons.

HANDS FULL

We've lost count of the times we've watched in disbelief as Xzibit pauses to pick up a toilet brush (or whatever), ignoring the huge, angry man directly in front of him. To make matters worse, **X** drops the weapon as well, so if you hammer it you're left looking like a proper fool. Three percent off for that, then.

Ultimately, the beauty of *Def Jam* isn't so much in the gameplay as in EA's typically flawless presentation and huge sacks of cash. The fighting's multi-player magic, the shopping works well and little touches like the option to prioritise your playlists make the whole game a joy to mess around in. Sure, it's open to accusations of style over substance, but that's sort of what hippity-hop's about. Word!

Softography

These guys have also made...

Def Jam Vendetta	72%
FIFA Football 2004	78%
Medal of Honor: Infiltrator	86%
Knockout Kings 2003	80%

There's Only One Rule...

There are no rules! But the last couple of matches are pushing it a bit.



▲ When you fight Sticky Fingaz, it's a race to see who can set fire to the other's trousers the most.



▲ And Snoo's rocking a penthouse with some handily placed bay windows. Someone's in for a long drop...



▲ No, you can't throw people through doors. We spent a good ten minutes or so trying.

Stylin'

There are five fighting styles to choose from – we'd suggest picking up kick-boxing to start with – and you can unlock an extra two as you progress in Story mode. Each has its own special knockout possibilities.

Wrestling, as you'd expect, is all about heavy grapples, letting you finish people with piledrivers and DDTs.



Streetfighting lets you unleash devastating haymaker punches, as well as excellent running tackle attacks.



Submission-style's pretty self-explanatory, allowing you to target specific body parts and get tapout victories.



But martial arts is the showoff's choice, allowing high-flying turnbuckle attacks and wall springboard moves.



Judgement

GRAPHICS Cartoonishly over the top and beautifully animated, it's easily the visual equal of *SmackDown*.

GAMEPLAY Pretty basic stuff, but kept entertaining by the variety of ways to smash faces into concrete.

LIFESPAN The Story mode's only a week or so's thugging, but a lot of heated multi-player competition.

A worthy competitor to *SmackDown* – and worth a go even if you don't give a monkey's about crossface chickenwings or drop toeholds.

Overall

85%

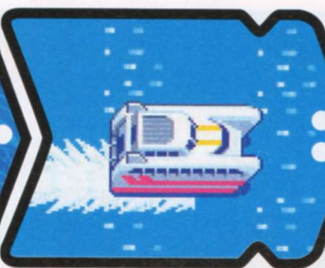
REVIEWER



Mark Green



Would you like to board a SEAGALLOP ferry?



OUT: OCTOBER

FORMAT: GBA
PRICE: £30

DEVELOPER: NINTENDO/GAME FREAK
PUBLISHER: NINTENDO

SPECIAL FEATURES: GCN LINK-UP,
WIRELESS ADAPTER (INCLUDED)

CALL: 01932 895390
PLAYERS: 1-4

Kant(w)o

It's the world of *Pokémon Red* and *Pokémon Blue*, brought back to life in glorious GBA-a-vision to make oldsters dab at the corner of their eyes with a hankie.



▲ Nintendo have spurted next-gen polish all over Kanto, and it's now the prettiest *Pokémon* region ever.



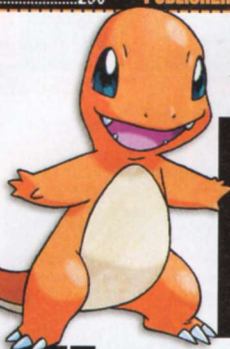
ASH! Gramps! Smell you later!

▲ Your rival Gary is still using his 1996-era catchphrase. Wake up and smell the coffee, dirtwad!



Wild RATTATA appeared!

▲ The original Pokémon are in the usual places – which means around 75 Rattata per square centimetre.



Now you really can **catch 'em all**. Will **wild pokémon** never be truly free?

Pokémon Fire Red & Leaf Green

Sorted!

New games, new Pokédex – hardly surprising now you've got 386 pokémon to keep track of.

POKÉDEX	TABLE OF CONTENTS
NUMERICAL MODE: KANTO	Seen: KANTO 184
NUMERICAL MODE: NATIONAL	NATIONAL 157
POKÉMON HABITATS	Owned: KANTO 100
Grassland POKÉMON	NATIONAL 100
Forest POKÉMON	
Water's-edge POKÉMON	
Sea POKÉMON	
Cave POKÉMON	

▲ You can now sort by location, ensuring not a single critter escapes your desperate clasp.

Forest POKÉMON	PAGE 1/10
No010 CATERPIE	
No011 METAPOD	
No012 BUTTERFREE	

▲ Caterpie's evolutions making your brain collapse? The new Pokédex will fix things.

Urban POKÉMON	PAGE 4/9
No122 MR. MIME	
BARRIER POKÉMON	
HT 4'03"	
WT 120.1 lbs.	

▲ You'll get the full 386-strong National Dex near the end of the game. Thanks Oaky.



What do you get when you cross *Red*, *Green*, *Gold*, *Silver*, *Ruby* and *Sapphire*? Clearly, one of the only colours that will flummox those fancypants paint-mixing machines you get in DIY stores. But also: an

Softography

These guys have also made...	
Pokémon Ruby/Sapphire	85%
Pokémon Colosseum	90%
Wario Ware Inc.: Minigame Mania	90%
Legend of Zelda: The Wind Waker	97%
Super Mario Sunshine	95%
Mario Kart: Double Dash!!	95%

entire rainbow of *Pokémon* games mashed together to make another critter-catching cart that's bound to be bigger than Jesus.

TRUE COLOURS

Let's clear up any confusion straight off then: *Fire Red* and *Leaf Green* are not new *Pokémon* games. The main quest is a town-for-town, battle-for-battle remake of the series' debut duo – *Red* and *Blue* – from waaay back in '96. Beautified up, for sure, and crammed with features from *Pokémon*

games since (*Pokémon* breeding, 2 vs 2 battles... see the boxes for more). But, minus all that (and some new unlockable islands), *Fire Red* and *Leaf Green* equal Very Old Game Indeed.

SUPER EFFECTIVE

So: just a cynical way of getting you to fork out £30? You bet. But even after eight years (eight years!) of catching 'em all, these original quests are still arguably the best ever. From nabbing your first Level 3 Caterpie in the tall grass to frazzling the Elite Four with a

▲ Anchors Away

Ash must have been half-asleep in the original *Pokémon*. Turns out there are seven islands off the coast of Kanto – full of towns, trainers, pokémon and secrets – that he totally missed the first time around...



Link established with the KANTO region.

▲ Link-up with *Ruby/Sapphire* with this meaty machine – but only after you've worked out how to activate it.



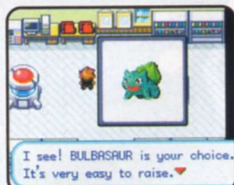
▲ You'll unlock all kinds of stuff on the islands, including wireless-only minigames. Briefly amusing.

POKÉMON FIRE RED & LEAF GREEN

GAME BOY ADVANCE

Learn!

Kids really love Pokémon – and this version's hand-holding help feature really loves them.

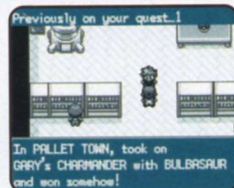


I see! BULBASUR is your choice. It's very easy to raise.

HELP
What should I do in this situation?
How do I do this?
What does this term mean?
EXIT
Select to obtain hints for getting over challenging situations.

The shoulder-activated Help menu: Code Girl will end up down the Job Centre at this rate.

Ash goes all Prince of Persia on us with a reminder of your previous achievements before each play.



In PALLET TOWN, took on GARY's CHARMANDER with BULBASUR and won somehow!



This beefy, dark-haired little fella knows all about the 'Mon, and he's got the videos to prove it.

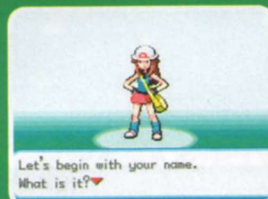
Level 50 Charizard, from evolving your first Pokémon to finally – finally – bagging the high-speed bicycle, everything here is perfectly paced and impossible to leave alone for more than five minutes. If you were only knee-high to a Caterpie when Pokémon was born, *Fire Red* and *Leaf Green* are must-plays.

Meanwhile, if you're a *Red/Blue* veteran, you get those extra islands plus enough little touches – a new

...Nintendo have made another critter-catching cart that's bound to be bigger than Jesus.

Ring In The New!

You can probably buy an original copy of *Red/Blue* on eBay for 30p and a packet of Starburst. But then you'd be missing out on sparkly new things like these...



▲ Prof Oak is now an equal opportunity employer – explore Kanto as a girl.

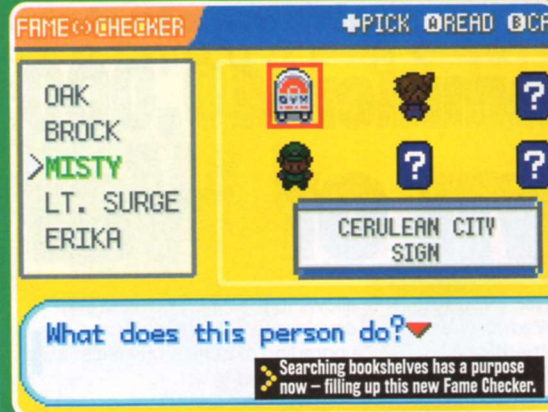


▲ You can teach old Pokémon new tricks, with *Ruby/Sapphire* HMs and TMs.

▲ A first-person portrait of each area you enter? Don't mind if we do.



▲ The Vs Seeker: sensitive to trainers spoiling for a pokéfight nearby.



style Pokédex, Pokémon cries fading as their HP drops – to kickstart your cynical heart back into excited life and justify shelling out for rejigged old games. As though you weren't going to buy them anyway, sucker.

NO TANGLES

And then there's the little black blob you get free in the box. With the wireless adapter plugged into the back of your GBA, you can bring the smack down on adapter-owning friends nearby without using a single slippery wire. Despite some slowdown and weird error messages, it's a real revolution – trainers wandering in and out of the communal Union Room as their GBAs pass by, allowing you to saunter over and suggest you learn 'em a lesson in pain. Just what Pokémon's been waiting for – now you can truly find battles and trades everywhere. Except, say, 300m below the Earth's crust.

CRITICAL HIT

If there's a fault with *Fire Red* and *Leaf Green*, it's that you'll need access to *Ruby* and *Sapphire* – and *Colosseum* on GC – to tick off all 386 creatures, which for solo Pokéfans just doesn't seem fair. But otherwise, this is Pokémon magic in its purest, glitteriest form. Nintendo have captured us again.



▲ But Prof Oak, he just studies them. And gets angry letters from animal rights groups.

Factpack

The stuff you need to know...

Pokémon in game	200
Pokémon total (through trading)	386
New Islands	7
Max players in Union Room	30

The Best Bit



That definitive Pokémon moment – anxiously waiting to see if that wild 'Mon breaks out of the ball...



The bicycle now comes with a special 2004-style 'ring-ring' sound. Bonus!



Celadon Game Corner: play the slots and win amazing (read: amazingish) prizes.

Judgement

GRAPHICS Kanto as you've never seen it before – though still in that boring top-down style.

GAMEPLAY Explore, catch, evolve, trade, battle... it's what your GBA was invented for.

LIFESPAN You'll still be chasing those 386 Pokémon as your grandchildren sit on your knee.

Old games cynically rejigged for cash gain; and the result is two of the best Pokémon games ever made.

Overall

91%

REVIEWER



Jes Bickham



OUT: NOW

FORMAT: PC
PRICE: £30DEVELOPER:
PUBLISHER: RELIC THQSPECIAL FEATURES:
OTHER FORMATS: NONE

NONE

CALL:
PLAYERS: 01483 767656
1-6

High Ground!

Strategy and resources are all about capturing battlefield objectives and controlling terrain. Which means you don't have to do any mining.

Basic infantry, such as these Eldar Guardians, can capture strategy points. It takes a while to do it, though.



Certain points, such as this Relic, can be used to deploy super-powerful units, such as the Chaos Bloodthirster.

As well as holding onto your own objectives, you'll need to capture enemy points too, as these Orks are trying to do.



Heavy Weapons

If you undertake weapons research at your HQ you'll be able to upgrade your squads with specialised weaponry, increasing their combat effectiveness hugely. It's just a simple example of the depth of Dawn of War.



▲ These Space Marines have got a Heavy Bolter, an excellent anti-infantry weapon.



▲ These Chaos Raptors are assault troops with jump packs – they can fly directly into combat.

In the **grim darkness of the far future** there is only... **brilliant real-time strategy...**

Warhammer 40,000: Dawn of War

Dawn of War isn't just for fans of the Warhammer 40,000 tabletop battle game, such is the elegance of Relic's superbly fashioned real-time strategy PC interpretation.

It's true that gamers might have more to gain if they already know what Space Marines are, can name the four ruinous Chaos gods, and understand that Orks are actually ambulatory fungus, but the transparency of the rules and the sheer character and variety of the game mean that newcomers will nonetheless find an RTS unlike any other.

POWER PLAY

Naturally, there's resource management, but it's dealt with in Dawn of War on a strategic basis. Capturing specific objectives increases your requisition, which allows you to create infantry and buildings, and certain buildings generate power, which allows you to field vehicles. It's easy enough for anyone to grasp, but beyond this template there's a vast amount of depth for the dedicated player to explore, with an intricate tech-tree that

allows further weapons and unit development via research and the upgrading of certain buildings. It's a great balancing act.

DIFF'RENT STROKES

The cracking design of the game, though, initially takes second place to the jaw-dropping future war on display. Each of the four races in the game – Space Marines, Chaos, Orks and Eldar – is brilliantly individual, with a personality all its own, something which extends down to the lowliest infantry. Troops pour fire from their guns at range but when faced with a mêlée they'll get stuck in with whatever close combat weapon they've got to hand. Each race really does play differently as well, the ancient but advanced Eldar excelling at rapid strikes but being too brittle to endure a war of attrition, and the Orks gaining morale and combat effectiveness simply from massing troops.

The end result is a game that is unceasingly dramatic and endlessly playable, and possibly the best real-time strategy game around. It's genuinely thrilling and brilliant fun. What more do you need?



▲ This is the Chaos Lord, a Space Marine who's given himself over to worship of the Chaos gods. Nasty man.



▲ The Eldar are the hardest race to use, but they're almost certainly the most rewarding to get good with.

Softography

These guys have also made...

Homeworld	N/A
Homeworld Cataclysm	N/A
Homeworld 2	90%
Impossible Creatures	86%



▲ Orks are brutal close-combat monsters. Run away!



The Best Bit



Getting the more advanced – and powerful – units and vehicles onto the battlefield, such as this Chaos Defiler.

Judgement

GRAPHICS Brilliantly detailed and simply full of character. This is strategy with personality.

GAMEPLAY Relentlessly thrilling future war that is both a visual delight and a tactical delicacy.

LIFESPAN Single-player's a bit short but there are Skirmish missions and an amazing multi-player.

The best real-time strategy game currently available, and one that does full justice to the personality of Warhammer 40,000.

Overall

90%

SHADE

Wrath Of Angels

Things are never as they first seem



CENEGA

www.cenega.com

Where Worlds Collide



© 2004 CENEGA PUBLISHING s.r.o. All rights reserved. Other products and company names mentioned herein maybe trademarks of their respective owners. Developed by Black Element Software. All rights reserved.

REVIEWER



Alex Cooke



OUT: NOW

FORMAT: XB
PRICE: £40DEVELOPER:
PUBLISHER:CODEMASTERS
CODEMASTERSSPECIAL FEATURES:
OTHER FORMATS:ONLINE
PC, PS2CALL:
PLAYERS:01926 814132
1-8

Colin Time

A new on-screen damage meter shows which part of the car has taken a hit and how bad the smash is.



The screen fades out to grey to simulate the shock to your poor driver. It seems a bit naff though.

The Career mode lets your new driver sharpen his skills as a privateer and then make it into the big leagues.



As you win you also reveal classic cars like the Escort RS Cosworth and the brand new Fiesta concept and Golf R32.

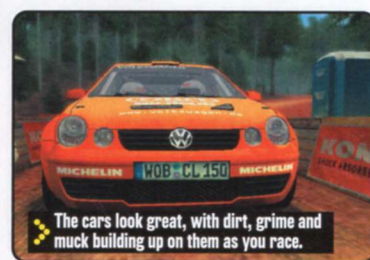
It's the **return of the Mc**, even if Skoda don't want him any more. Hey, **Codies still love him** – but do we...?

Colin McRae Rally 2005

The Best Bit



Nailing a hairpin and slipping across a narrow bridge without losing a second on your rivals feels fantastically exhilarating.



The cars look great, with dirt, grime and muck building up on them as you race.



When the crowd are unprotected you can't hit them – you're thrown back onto the track.

True Colin



The Championship mode lets you play as McRae himself, hauling his way up the rankings.



It doesn't make a huge difference as you can still choose which car you go for and where you drive it regardless of what name you have.

Let's play word association. We'll say a name and you have to say the first thing that pops into your head. We say George Foreman. You say "grill". We say Paul Newman. You say "salad cream". We say Colin McRae. You say "um... er... driving game?"

OVER THE HILL

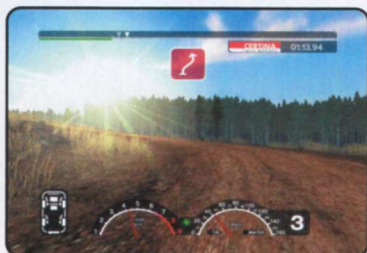
Pity poor Colin. When Codies signed up the slate-faced racer five games ago he had won the World Championship and was looking like the brightest thing on

the rally circuit since the invention of fluorescent anoraks. Now he's been off the road and on the deep-fried Mars bars for a year, trudging wearily in the footsteps of the flabby boxer and mayonnaise-making actor to become just a rapidly tarnishing name on an ever-improving game.

GRIST IN THE MILL

But while the real Col might have to beg his mum for a go in her Corsa, his digital namesake is set to once again roll over the opposition. The reason is a combination of speed and trees.

Which might sound odd, because while CM2005 is nippy, it isn't as quick in a straight line as, say, *Burnout 3*. But it still spins stomachs and skins eyeballs due to the stunning amount of detail on every course. You see, 'breakneck speed' means having something to snap that spine against, and Codies have managed to pack in more bone-breaking obstacles than anyone else – anything will do the job; trees, signs, posts, ditches, concrete barriers. Except that's not quite true any more, because the 300-plus much-improved stages feature far more forgiving



You can tell this is a cutting-edge game as lens flare has been replaced by old-fashioned glare.



Driving this close to the road really gives a better feeling of speed, and of being there.



These kinds of hairpins and concrete-clad corners are now part of the more punishing path.

COLIN MCRAE RALLY 2005



It's Mud, Honey

Instead of the rally-game tendency of having identi-kit motors racing round samey tracks, each car in Colin McRae 2005 has its own feel and handling and every course has its own distinctive blend of slippery surfaces.



▲ The fancy suspension allows each wheel to bounce separately, and it'll slip separately, too, if you get that tyre on the grass.



▲ The two-wheel-drive cars are far more twitchy, making them prone to sliding as you try to drift through the tightest turns.



▲ You can feel the extra power and bulk of the bigger four-wheel-drive, with that extra-long tail balancing out the additional cubic capacity.

Factpack

The stuff you need to know...

Stages	300+
Cars	30
Events	23
Countries	9



▲ The new 'Hard Steer' button on Y is really just a gentle handbrake turn but it's useful for hairpins.



▲ Winning an event unlocks new parts for your car. They don't have to be bought or won any more.

scenery. No longer will a wooden mile-marker slam you from 100 to zero as if it was carved from concrete. Instead, you'll bounce while it bends. Chalk one up for realism.

COLIN FILTH

Not that CM2005 sacrifices itself over accuracy. Where games like Richard Burns Rally have over-flowed with punishing, nit-picking detail and so ended up being as much fun as an eye-full of sherbet, CM2005 balances

As usual there is a time limit between stages to make any running repairs or change parts.

SERVICE AREA

Finland - Jemijarvi - P1. C McRae (scf)

CAR SETUP - STAGE 1 - STAGE 2 - UPGRADES - EXIT - RACE - :

Options - (A) OK - (B) Back

Suitable for muddy or wet gravel surfaces and useful on wet tarmac.



Softography

These guys have also made...

Colin McRae Rally	82%
TOCA Race Driver	79%
Colin McRae 04	82%
TOCA Race Driver: Ultimate Racing Sim	89%
IndyCar Series 2005	71%

fussiness with fun. Sure, you can't crash if you want to be quick but to compete you also need to be fluid in the bends and precise on the throttle. So the cars are snappy and the driving

...the cars are snappy and the driving demanding but it doesn't slap 'Game Over' in your face for just one crash...

demanding but it doesn't slap 'Game Over' in your face for just one crash or roll.

There is always the 'Advanced' option for that.

However, CM2005 isn't going to cause every landfill site in Britain to fill up with copies of Colin McRae 4. It simply isn't that much better. But the improvements are real and worthwhile. The online option and the TOCA-style Career mode build on what we've seen before, but what makes the game shine still are the 23 new tracks as they peak, plunge and plummet. Flick the action into the new 'bonnet-camera' view and you'll remember your breakfast soon enough, even if you forget who the name on the game-box once was.

Hands Solo



▲ You can join in a game with three chums but as usual you need to take it in turns to drive.



▲ The online option boosts the racing up to eight but you're still on separate stages.



▲ Linking up over LAN or by plugging two machines together is the final way to go head-to-head.

Judgement

GRAPHICS The world is slicker and more detailed than ever before and the damage is still dramatic.

GAMEPLAY Slicker and quicker, but winning demands an even smoother driving style.

LIFESPAN The Championship and Career options are lengthy and the online should be a real grower.

This is the most polished and complete Colin of the lot but since it's more evolution than revolution it perhaps isn't essential.

Overall

90%

Nine For The Road

Germany is the newest location for the continental circus that is the WRC, and the usual suspects have been improved.



▲ The snow makes the car fantastically unpredictable and so brilliantly fun to drive.



▲ In the dark and the damp the car actually feels less sure and a lot less stable.



▲ The forests are some of the best levels, with lots of lumps and bumps even on the track.

REVIEWER



Jes Bickham



OUT: NOW

FORMAT: XB
PRICE: £40

DEVELOPER: PANDEMIC
PUBLISHER: LUCASARTS

SPECIAL FEATURES: XBOX LIVE
OTHER FORMATS: PS2, PC

CALL: 01753 756 100
PLAYERS: 1-16

It's A Dirty Job...

Each faction in the game has a selection of different character types to choose from, each with their own skills and specialist equipment, catering to several different styles of play.



▲ Each faction has a sniper, handy for hanging back and picking off stubborn gits holding objectives. Weedy up close, though.



▲ The heavy weapons specialists get missile launchers, brilliant for vehicle-cracking duties, although it takes a few to down an AT-AT.



▲ The droids get some interesting equipment – their snipers, for instance, get a little probe droid they can deploy to fly around and be a nuisance.

Armies clash in this **Star Wars** spectacular, and yes – you can **kill the Ewoks** if you really want to...

Star Wars: Battlefront

Drive My Car

There's a pile of vehicles to get into in *Star Wars: Battlefront*. Here are some of our favourites...



▲ The good old X-Wing. Faster but not as manoeuvrable as a TIE fighter. An old classic.



▲ The AT-STs are sadly hobbled by poor camera views, but they're big and stompy and nasty.



▲ Troop transports like skiffs are invaluable for rushing enemy outposts. Learn to love them.



On paper, it's the best idea in the history of all things, ever. A massively multi-player *Star Wars* game that allows you to re-fight all those legendary cinematic battles, from Hoth to Endor and beyond. Fried gold, right?

Well... if you're lucky enough to have Xbox Live, a decent broadbanded-up PC or you've wrestled with your PS2 long and hard enough to have successfully got it online, then yep, *Star Wars*:

Battlefront can be a thing of transcendent beauty – depending, of course, on the depth of your love for all things Lucas.

SINGLE LIFE

But it's not without its problems, the chief of which is that, as a single-player game, it can be awfully pedestrian. Once you get your head round it, it does become more involving, but initially at least, it threatens to be nothing more than

generic *Star Wars* shooter no. 113.

MAKE A MOVE

The single-player game is divided into two main sections. One is a series of 'historical' scenarios that follow the events of the films and see you playing as both Empire and Rebels. The second, Galactic Conquest, introduces strategy, in that you're asked to choose which planets you're fighting for and each conquered planet gives you certain

The Forces Are With You

There's a total of four factions to choose from in *Star Wars: Battlefront*, drawn from the two time periods of both trilogies (it all sounds rather complicated when you say it like that, doesn't it?).



▲ The good old rebels. They get Speeders, X-Wings and Speeder Bikes, to name but a few. And big hairy Wookiees, complete with bowcasters.



▲ The Imperials are arguably a bit more fun than the rebels, being jolly evil galaxy-spanning despots without a shred of mercy, and so on.



▲ Of the two Clone Wars factions, the droids are easily the best, although it's odd that they drive their vehicles. Surely they'd just be big robots?

Fields Of War

The Tatooine levels are a bit disappointing – they're small, although the Dune Sea sports the Sariaacc...



Hoth is wide open and lacking in terrain. You do get to trip up AT-ATs with Snowspeeders, though, which is pleasant.

The plains of Naboo are dead pretty, complete with fallen statuary. Plenty of grass but not many places to hide.....



The ice citadel of Rhen Var is full of sniping points and twisting corridors amongst the ruins. It's a good 'un.

bonuses, such as reducing enemy health or guest appearances by the characters from the films. It's here that you'll probably spend much of your single-player time and it's eventually quite engrossing.

But the first time you're thrown into the fray it feels, well, underwhelming. The guns feel weedy, the vehicles unsophisticated, and

...at first, the guns feel weedy, the vehicles unsophisticated and trekking across the battlefield is a pain...

Anatomy Of A Battle

The battles in *Battlefront* ebb and flow with the efforts of each side, with the capture of objectives affecting reinforcements for each side. Here's how it goes in a bitter struggle on the beleaguered world of Yavin 4.



▲ The rebels start in their base. Luckily there are Speeder Bikes around.



▲ First order of the day is to move out and try to claim an enemy-held objective.



▼ Unfortunately, the Imperials have AT-STs. Time for rocket launchers...



▲ The more objectives you get, the fewer reinforcements the enemy gets.

▼ Finally, we've pushed the Imperials back to their final objective. Ha ha, don't like that much, do you?

▼...as massed co-ordinated fire can take one down in short order.



▲ Capturing objectives requires teamwork to clear the area of enemies.

trekking across the battlefield is a pain. It's only once you understand how to win – by taking strategic points – and learn how to command your troops in order to do so, that the single-player game gets interesting. But it never really flies.

GROUP ACTION

This is unlike the online game, which soars skyward in a burst of *Star Wars* goodness, taking the tactical kernel present in the single-player game and watering it with actual human ingenuity. It's then that the simplicity of the vehicles becomes a boon, with people mobilising in a skiff to mount a concerted attack on an enemy-held strongpoint, or a dedicated pilot

hopping into an X-Wing to give them cover and keep any fun-spoiling TIEs away. It's unfussy, as simple as can be and all the better for it, so that action and tactics can be concentrated on.

It's obvious that to fully experience the beauty of *Battlefront* you're going to have to be online. And while it falls short of truly classic status, it's a tremendously fun romp that proves to be one of the best reasons yet to get connected.

Factpack

The stuff you need to know...

Levels	15
Vehicles	30
Planets	10
Unit types	20

Softography

These guys have also made...

Star Wars: Bounty Hunter.....	71%
Jedi Knight 2: Jedi Outcast	93%
Star Wars: The Clone Wars	73%
Star Wars: Rogue Leader	87%
Star Wars: Galactic Battlegrounds.....	80%
Star Wars: Jedi Power Battles	68%

The Best Bit



▼ You've pushed back the enemy and have the upper hand – a glorious feeling!



▲ The handheld guns all feel a bit puny, missile launcher excepted. That one packs quite the wallop.

Judgement

GRAPHICS Wonky in places but mostly excellent, with some cracking environments.

GAMEPLAY Simple but strategic shooting that's basic for the single-player but brilliant online.

LIFESPAN You'll get bored of single-player stuff swiftly, but the online bits could go on for ever.

A remarkable online experience but it suffers as a single-player game. Get broadband in and you'll be laughing.

Overall

82%

OUT: NOW

FORMAT: PS2
PRICE: £20DEVELOPER: CAPCOM
PUBLISHER: CAPCOM

Viewtiful Joe

Capcom's superhero leaps heroically from Cube to PS2...



▲ If you don't buy this you're wrong in the head. It's absolutely splendid. And only £20 too! Unbelievable!



▲ Unless you play it on Sweet mode it can be really, really tough – especially some of the bosses. Ouch.

Unfairly overlooked when it was released on GameCube last year, *Viewtiful Joe* is getting a rare second chance as it explodes triumphantly onto PS2.

If you've never played *Joe* before you're in for a treat – in its own way, this is as good a superhero game as *Spider-Man 2*, which isn't bad going for something that is essentially a side-scrolling beat-'em-up.

NEAT BEAT

Revolving around three superpowers – Slow Down, Mach Speed and Zoom In – *Viewtiful Joe* is a furiously fluid ballet of beat-'em-up action. It's breathtakingly



Devil's Due

The inclusion of *Devil May Cry's* Dante in the PS2 *Viewtiful Joe* is something of a masterstroke on Capcom's part – he's brilliant!

Dante starts out clad only in black underpants, and reverts to his underwear when his powers run out. Bless.



The story is changed to accommodate Dante, with enemies mocking his devilish origins and reputation. Fancy that.

Some of his moves are significantly different to Joe's, and new moves – such as the Sparda Kick – can be bought too.



orchestrated, graphically marvellous and – be warned – extremely difficult indeed. Which brings us to the first of two changes Capcom have made for the PS2 version.

There's a 'Sweet' mode that is extra-easy, which is an entirely welcome addition. The other bonus is the inclusion of *Devil May Cry's* Dante as a playable character, and he

proves to be – if possible – even more fun to use than Joe himself, bringing his signature moves over from his own games and offering a little more range than Joe via his pistols.

Otherwise, this is identical to the GameCube version of the game, and remains utterly wonderful.



Judgement

GRAPHICS Astonishing comic-book visuals and the best use of cel-shading ever seen in a game.

GAMEPLAY Basic scrapping deepened considerably by super-powers and clever puzzles.

LIFESPAN Lacking in replay value, but it's so tricky it'll last longer than it otherwise might.

The same brilliant superhero action that was on GameCube, but improved by the addition of Dante. A must-buy.

Overall

90%

OUT: NOW

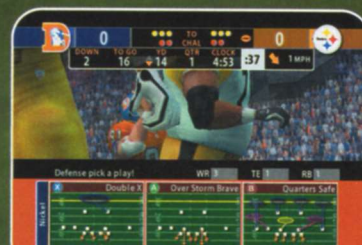
FORMAT: XB
PRICE: £40DEVELOPER: EA
PUBLISHER: EA

Madden 2005

Divided by one language, one sea and two versions of football...



▲ Turnovers are common as bad throws and sloppy runs are blocked and picked off.

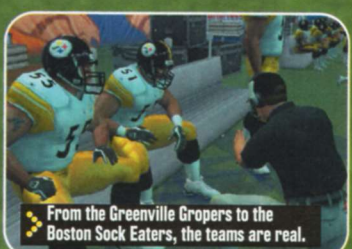


▲ If it confuses you then you can always take the game's cautious advice. Or go for it yourself.

Madden is the *Seinfeld* of videogames; enduring, exciting and enormously popular over there, but over here almost always completely ignored. But for the few who understand the arcane world of American Football, this is another subtly enhanced edition of the console sim that is well worth staying up late for.

Along with the usual superbly polished pig-skin assault comes a battery of new devices to ensure that this year the defence is on top, down the side and slamming a porky digit through the grill of your helmet right into your eye.

So right up to the snap the formation can be shifted, solo Linebackers sent on blitzing runs and even more vicious hits ordered and dispatched with neck-snapping



From the Greenville Groppers to the Boston Sock Eaters, the teams are real.

realism. The result is a more strategic game that makes turnovers and interceptions key, and big bombs a real risk.

With a Franchise mode slightly re-shaped into the slicker Storyline Central and the arrival of online play with Xbox Live, this might not be 100 yards better than the last game, but it is still worth a punt even if, to you, American Football it's a nothing sport about which you know nothing.

Judgement

GRAPHICS Crunching hits and smoothly moving bits make it flash and fluid but not that much better.

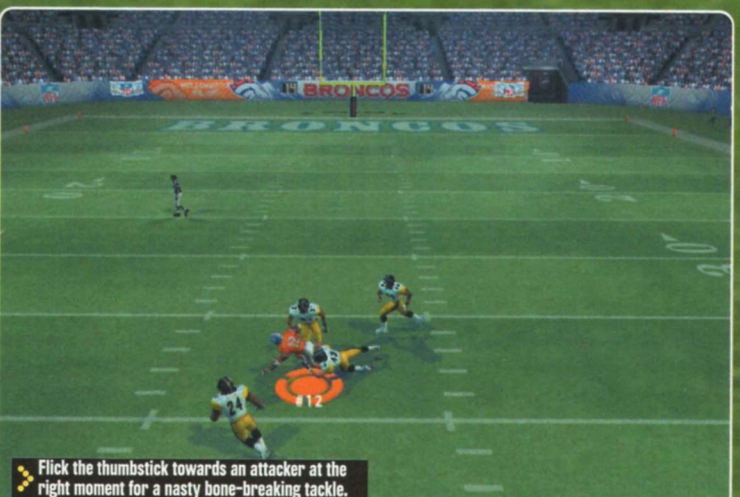
GAMEPLAY The huge complexity is neatly hidden by slick passing and some helpful menus.

LIFESPAN The seasons are longer and larger and the online option offers even more entertainment.

Another successful year for the 'football' franchise, but apart from the online option (old for PS2) it's only slightly better.

Overall

89%



Flick the thumbstick towards an attacker at the right moment for a nasty bone-breaking tackle.

**CALL ME 24/7,
I'VE GOT WHAT YOU NEED!**

Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND
YOU'VE GOT THE CHEAT

CHEATS
TIPS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 20,000 CHEATS & TIPS

GAMECUBE

Burnout
Die Hard: Vendetta
Eternal Darkness
Gladius
H.Potter & Chamber of Sec.
H.Potter & Pris. of Azkaban
Harvest Moon 2: Wond. Life
James Bond 007: Nightfire
Leg. of Zelda: Wind Walker
Luigi's Mansion
Metal Gear Solid: T. Snakes
Metroid Prime
Need for Speed Undergrnd
Nightfire
Pikmin 2*
Pokemon Colosseum
Res. Evil: Code Veronica X
Resident Evil
Simpsons: Hit & Run
Sims: Bustin' Out
Sonic Adventure 2 Battle
Sonic Mega Collection
Spider-Man: The Movie
Spider-Man: The Movie 2
Star Fox 2*
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Starfox Adventures
Super Smash Bros Melee
The L. of Zelda: 4 Swords*
The Scorpion King
The Sims: Bustin Out
Tony Hawk's Pro Skater 4
Viewtiful Joe
Wario Ware Inc.: M.P.G.\$
WWE Day of Ruckin'g
Zelda: Majora's Mask
Zelda: Ocarina of Time
Zelda: The Wind Waker
Plus Many More...

PC

Age of Empires
Age of Empires: R. of Rome
Alien vs Predator
Alien vs Predator 2: P. Hunt
Call of Duty: United Off.*
Champ. Manager '00/01
Champ. Manager '03/04
Championship Manager 4
Com. & Conq.: Generals
Com. & Conq.: Red Alert 2
Com. & Conq.: Tiberian Sun
Commandos B. Enemy Lines
Counter-Strike: Cond. Zero
Doom III
Empire Earth
Gangland
Grand Theft Auto 3
Grand Theft Auto: Vice City
Ground Control 2
Indiana Jones: E's Tomb
Mace Griffin: Bounty Hunter
Medieval: Total War
Patrician 2
Playboy: The Mansion*
Rollercoaster Tycoon
Shellshock Nam '67
Sim City 3000
Sim City 4
Sims
Sims: Deluxe
Sims: Makin' Magic
Splinter Cell
Star Wars: Jedi Academy
Star Wars: Knights Old Rep.
Stronghold
The Curse of Monkey Island
The Sec. of Monkey Island 2
Theme Hospital
Tomb Raider 3
Total Club Manager 2004
Warcraft 3: Frozen Throne
Warcraft 3: Reign of Chaos
Plus Many More...

X-BOX

Baldur's Gate: D. Alliance 2
Batman: Dark Tomorrow
Blade 2
BloodRayne
BMX XXX
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Catwoman
Chamber of Secrets
Championship Manager '02
Chronicles of Riddick
Contracts: Hitman 3
Crash
Dead or Alive 3
Dead or Alive Volleyball
Deus Ex: Invisible War
DRIV3R
Dynasty Warriors 3
Enclave
Evil Dead: Fist. of Boomstick
Full Spectrum Warrior
Genma Onimusha
Ghost Recon
Ghost Recon: Island Thunder
Grand Theft Auto 3
GTA: San Andreas*
Grand Theft Auto: Vice City
H.Potter & Pris. of Azkaban
Halo
Halo 2*
Headhunter: Redemption
Heroes, D&D
Hitman 2: Silent Assassin
Indiana Jones: Emp.'s Tomb
Italian Job: L.A. Heist
Juiced*
Legends of Wrestling 2
Legends of Wrestling 3
LMA Manager 2004
Lord of the Rings: 3rd Age*
Mace Griffin: Bounty Hunter
Mafia
Manhunt
Max Payne 2
Medal of Honor: R. Sun
Midnight Club 2
Midtown Madness 3
Mission Impossible: O.Surma
Morrowind
Mortal Kombat: Deadly All.
Moto GP2: U.R.T.
NBA Inside Drive 2002
Need for Speed Undergrnd
Ninja Gaiden
Otagi: Myth of Demons
Pirates of the Caribbean
Prince of Persia: S. of Time
Prisoner of War
Project Gotham Racing
Project Gotham Racing 2
Rainbow Six 3
Sega GT 2002
Serious Sam
Shellshock Nam '67
Sims: Bustin' Out
Soul Calibur 2
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Star Wars: Battlefront*
Star Wars: Jedi Academy
Star Wars: Jedi Knight 2
Star Wars: Knights Old Rep.
Suffering
The Chronicles of Riddick
The Sims: Bustin Out
The Thing
Thief: Deadly Shadows
Tiger Woods Golf 2004
Time Splitters 2
TOCA Race Driver 2
Tom Clancy's Rainbow Six 3
Total Club Manager 2004
True Crime: Streets of LA
Plus Many More...

PLAYSTATION 2

A = 01
Age of Empires 2
Aliens vs Predator:Extinction
Jurassic Park: Op. Genesis
Juiced*
K = 11
Kill.switch
L = 12
Lara Croft: Ang. of Darkness
Largo Winch
Legacy of Kain: Defiance
Legends of Wrestling 2
Legends of Wrestling 3
LMA Manager 2003
LMA Manager 2004
Lord of the Rings: R. of King
Lord of the Rings: T. Towers
M = 13
Mafia
Manhunt
Matrix, Enter the
Max Payne
Medal of Honor Frontline
Medal of Honor: R. Sun
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Miami Vice*
Midnight Club
Midnight Club 2
Mission Impossible: O.Surma
Mortal Kombat: Deadly All.
Mortal Kombat: Deception*
MTX Mototrax
N = 14
Naval Ops:Warship Gunner
Need for Speed Undergrnd
O = 15
Onimusha 3: Demon Siege
Onimusha: Warlords
OO7 Nightfire
Operation Winback
P = 16
Primal
Prince of Persia: S. of Time
Pro Evolution Soccer 3
Project Zero
Project Zero 2
R = 18
Ratchet and Clank
Ratchet and Clank 2
Rayman 3
Red Dead Revolver
Res. Evil: Code Veronica X
Resident Evil: Outbreak
Return to Castle Wolfenstein
Rise to Honor
Risk: Global Domination
Roadkill
R-Type: Final
Run Like Hell
S = 19
Second Sight*
Shellshock Nam '67
Silent Hill 2
Silent Hill 3
Silent Hill 4: The Room*
T = 20
Terminator 3 R. of Machines
Terminator 3: Redemption*
The Getaway
The Hulk
The Simpsons: Road Rage
The Sims
The Sims: Bustin Out
The Suffering
The Thing
Theme Park World
Thirteen (XIII)
Tiger Woods Golf 2004
Tiger Woods Golf 2005*
Time Crisis 3
Time Splitters 2
TOCA Race Driver 2*
Tomb Raider: Angel of Dark.
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Tony Hawk's Underground 2*
Total Club Manager 2004
Transformers
True Crime: Streets of LA
U = 21
UEFA Euro 2004
US Navy Seals, SOCOM
V = 22
Van Helsing
Vice City, Grand Theft Auto
Viewtiful Joe
V-Rally 3
W = 23
War of the Monsters
Warhammer: Fire Warrior
Warlords (Onimusha)
Way of the Samurai 2
World Rally Champ.2 Extr.
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP
X = 24
X-Files: Resist or Serve
XIII (Thirteen)
Y = 25
Yu-Gi-Oh! Duel Monsters 2
Yu-Gi-Oh! Duel. of Roses
0-9 = 27
007 Everything or Nothing
Plus Many More...

GAMEBOY ADVANCE

Asterix: Bash Them All
Backyard Baseball
Baldur's Gate: Dark Alliance
Buffy Vampire Slayer: WDK
Crash Bandicoot Fusion
Dragonball Z: Leg. of Goku
Golden Sun
H.Potter & Philosopher's St.
Indiana 2
Mario & Luigi: S'star Saga
Mega Man Battle Network 2
Mega Man Battle Network 4
Pokemon Fire Red*
Pokemon Gold
Pokemon Leaf Green*
Pokemon Ruby
Pokemon Sapphire
Pokemon Silver
Ruby Pokemon
Sapphire Pokemon
Scooby Doo 2: Monster's U.
Scooby Doo: Cyber Chase
Sims: Bustin' Out
Sonic Advance
Sonic Advance 2
Sonic Advance 3
Spider-Man: The Movie 2
Splinter Cell
Super Mario Advance 4
Yu-Gi-Oh! Duel Monst. Ex.3
Yu-Gi-Oh! Duel Monsters 7
Yu-Gi-Oh! Dunge.Dice Mons.
Yu-Gi-Oh! Sacred Cards
Yu-Gi-Oh! World C.Tour.04
Yu-Gi-Oh! World Wide Ed.
Yu-Gi-Oh! R. of Destruction
Plus Many More...

PS-ONE

Beyblade
Broken Sword 2
C-12 Final Resistance
Com. & Conq.: Red Alert
Command & Conquer
Die Hard Trilogy
Digimon Digital Card Battle
Digimon World
Digimon World 3
Dragonball Z: Final Bout
Driver 2
Duke Nukem: Time to Kill
Duke Nukem:Land of Babes
Dune
Fear Effect: Retro Helix
Final Fantasy 7
Final Fantasy 8
Gran Turismo 2
Grand Theft Auto 2
LMA Manager 2002
Martian Gothic
Medal of Honor
Medal of Honor Undergrnd
Metal Gear Solid
Resident Evil 3: Nemesis
Silent Hill
Star Wars:Jedi Power Battles
Syphon Filter 2
Tenchu 2
The World is Not Enough
Theme Park World
Tomb Raider
Tomb Raider 2
Tomb Raider 5: Chronicles
Tony Hawk's Pro Skater 2
Vagrant Story
Year of the Dragon
Yu-Gi-Oh! Forbidden M.
Plus Many More...



Cheats & Walkthroughs also available for all these consoles.

MAKE US YOUR 1ST CALL FOR GRAND THEFT AUTO SAN ANDREAS

- Every single cheat for awesome weapons, cool cars and much, much more!
- Rule the streets with our essential tips!
- Fantastic walkthrough guide for all missions!
- Amazing bonuses, secrets and extras revealed!

CALL NOW!

- OVER 20,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY EXPERTS
- 100S OF QUALITY WALKTHROUGH GUIDES

CALL THIS NUMBER FROM YOUR HOME PHONE OR ANY LANDLINE
09067 592 443

CALLS COST ONLY 75p PER MINUTE

MOBILE PHONE ACCESS NUMBER
CALL NOW FROM ANY MOBILE

62000
COSTS ONLY 75p PER MINUTE

AVAILABLE ON ALL THESE NETWORKS



Please ensure you have permission from the bill payer before calling. Callers must be aged 16 or over. All logos and game titles are trademarks of their respective companies. Details are correct at time of going to press. *Information for forthcoming releases is added as soon as it becomes available, this is usually before the release date. Please put any comments or questions in writing to Interactive Telecom Ltd, 8 Grants Walk, PL25 5AA, or email custserv@cheatsunlimited.com, or call our

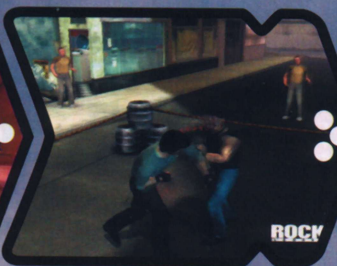
24hr Customer Service: (Local Rate) 0845 0207 505



REVIEWER



Joel Snape

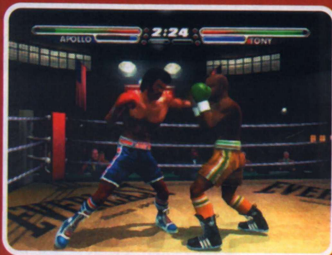


OUT: OCTOBER

FORMAT: XB
PRICE: £40DEVELOPER: VENOM
PUBLISHER: UBISOFTSPECIAL FEATURES: XBOX LIVE
OTHER FORMATS: PS2CALL: 01932 838230
PLAYERS: 1-2

You're A Bum

Rocky starts the game working as a debt collector – as in the film – but whoever you pick you'll start off fighting chumps in deserted buildings, before reaching the heights of Madison Square garden.



▲ Apollo starts the game by walloping the amateur champ, who goes on to be his trainer as he works his way up the heavyweight ranks.



▲ Clubber starts the game in jail – possibly accused of a crime he didn't commit. Still, it's not like anyone's going to try anything with Mr T. in the showers...



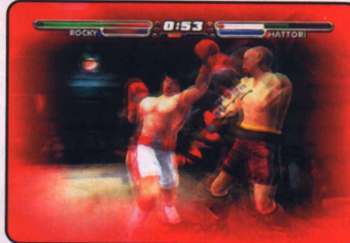
▲ Drago starts out smacking farmhands – but that all changes when he's spotted by Russian scientists and adopted as a poster-boy for Communism.

It's the **rematch of the century** – the GM team versus the **hardest boxing game ever**. You *will* lose...

Rocky Legends

If He Dies, He Dies

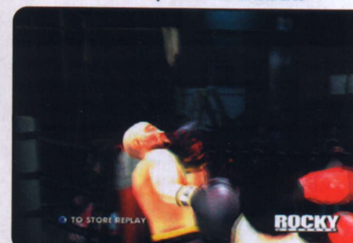
Though it isn't all that useful, the triple super punch is definitely the most authoritative way to end a bout.



▲ Thank! Super punch number one lands, sending a spray of blood and sweat into the first three rows.



▲ Kablooi! Punch number two's a clubbing right to the kidney. It's just willpower keeping this sap upright...



▲ Thwaposh! Just to make sure, punch number three nearly tears the poor chump's head off.



"Stick and move! *Stick and move!*" "Stay on him!" "Work the body!" "Go for the face! *The face!*" Ah, Rocky. No other game inspires backseat boxers like it. Flick it on and suddenly everyone reckons they're Burgess Meredith as trainer Mickey, inspired by the scent of virtual blood to put on a grumpy accent and gurgled advice in your freshly-cauliflowered ears.

It's all because of that Rocky feel. Recognising what worked well in the first game, Venom have made the impacts crunchier, the facial damage

messier and the training more expansive. The super punches connect with juddering thuds, and building up your audience appeal – best done with a series of crisp jabs – lets you unleash a fusillade of blows towards your cowering opponent's noggin.

OFF THE HOOK

Sensibly, rather than faffing about with *Fight Night*-style analogue control, they've kept the core of the original's pugilistic engine – two high punches, two body punches, with d-pad and right-shoulder modifiers for hooks and uppercuts. Defence is simply a case of holding the left shoulder button, though it's possible to get tricky by slipping and countering with a tap on the d-pad.

Minor tweaks aside – such as the fact that it's no longer possible to taunt and recover energy as a groggy boxer stands up – not much in the way of boxing basics has changed since the original *Rocky*.

SOUND AND FURY

There's also Fury mode, an attempt to emulate the spectacular comebacks of the films. When your energy's low and you can't afford to be knocked out again, a tap of the button sends Rocky into do-or-die overdrive – he'll punch with twice his normal speed and power, but he can't block or defend at all. Strictly a desperation move, and not one we'd entirely recommend.

Softography

This is Venom's first game

Stay Down! Stay Down!

Ooh! Aah! That's going to hurt! Rocky's knockouts couldn't be any more brutal if they involved baby seals and a hammer. And, just for all the sadists out there, you get to enjoy them time and time again.



▲ At its most basic, you get a multi-angle replay of fists slamming face, letting you appreciate the deformation in glorious Vaseline-lensed slow-mo.



For more spectacular finishes, the camera swirls around. On Xbox, you can tap X to save the replay to the hard drive.



▲ Best of all – the ultra-close-up knockout view. Blood and sweat hang in the air, lips wobble, eyes close, teeth fly. Almost beautiful, in a strange way...

Cut Me!

After round one, Rocky's unmarked. The chiselled jaw, the rippling abs – that's the Italian Stallion the ladies know and love.



Two rounds in, there's a bit of bruising and a split lip, but nothing too serious. Mickey's cool, and it's all dandy.

By round four, the fight's taking its toll. Mickey goes mental as Rocky spits teeth and weeps blood. He's not seeing so well either.



It's the final round, and Balboa's looking like chiselled spam. Nobody's stopping the match, though...

By the way, *Rocky*'s also tougher than Mike Tyson in a Kevlar body-stocking. On 'Contender' difficulty, you'll be looking like uncooked hamburger within five minutes. Even on Novice, jumping through the rankings too quickly is suicidal, as later boxers'll simply take a six-round pounding then wear you down with their superior recovery team. Overall, Story mode's

...Rocky's tougher than Mike Tyson in a Kevlar body-stocking – you'll be looking like uncooked hamburger...

Eat Lightning, Crap Thunder

If there was an Oscar awarded for Best Training Montage, *Rocky* would win it hands-down every year. Sadly, there's still no sign of the *Warrior* Ware-style button-pushing exercise medley we've all been hoping for, but *Rocky* has considerably expanded its range of muscle-pumping options.



Chin ups are new – hammer the buttons, then time the last tap.



The speedbag's the easiest – we get ten every time, so we're quick like cats.

It's now possible to train alongside a mate for a bit of extra incentive.



Sparring's got attack phases – where you practise combos – as well as defence.



Heavy bag's the best way to learn your fighter's combinations.



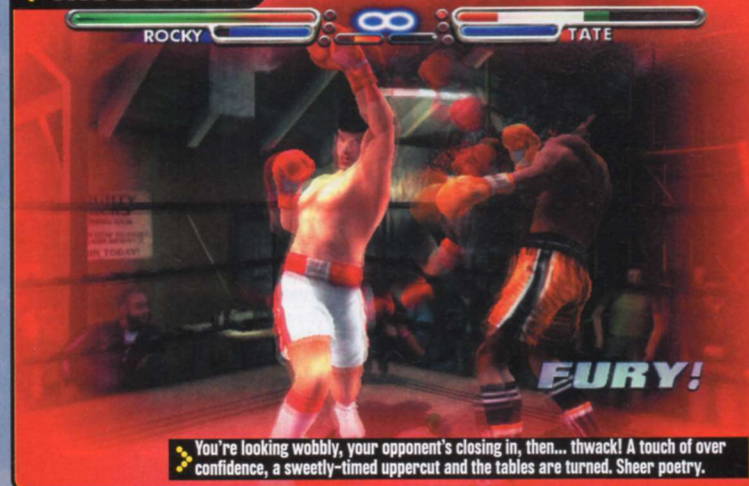
But best of all's the chicken chasing. You can grab, dive, or even sneak up on them. Finger-lickin' stuff.

not as impressive as we'd hoped. True, there's a cutscene outlining each boxer's origin – Clubber Lang's jailhouse brawls, Drago's Siberian upbringing and so on – but after a couple of fights, it's straight into league tables and training. You always fight roughly the same characters in roughly the same areas, which is a bit disappointing.

SAD ENDING

Rocky Legends isn't bad, but it's far from the world-beatingly comprehensive sequel we were hoping for. It's more like an update of a game we already love – so while it's obviously seeing a lot of play, we can't help but feel a bit disappointed. What's worse is, we can't think of any way they can possibly bring out another sequel – unless it's *Rocky 3: The Tommy Gunn Story...*

The Best Bit

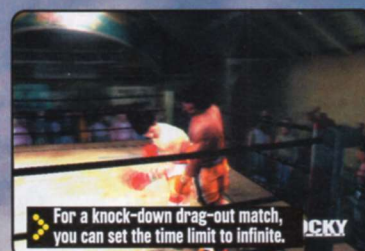


You're looking wobbly, your opponent's closing in, then... thwack! A touch of over confidence, a sweetly-timed uppercut and the tables are turned. Sheer poetry.

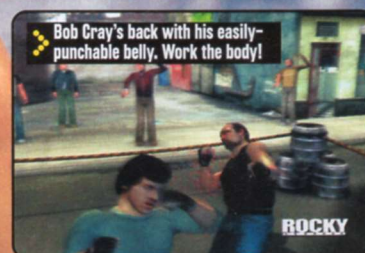
Factpack

The stuff you need to know...

Boxers	40
New ones	26
Playable ones (Story mode)	4
Training games	8



For a knock-down drag-out match, you can set the time limit to infinite.



Bob Cray's back with his easily-punchable belly. Work the body!

Judgement

GRAPHICS Meaty like an abattoir and brutally animated – everything you need from a *Rocky* game.

GAMEPLAY Not that complicated, but surprisingly subtle once you start getting to grips with it.

LIFESPAN Harder than God and twice as vicious, you won't be completing Story mode in a hurry.

Brilliant, and better than the first one, but not quite the awe-inspiring sequel we hoped for. There ain't gonna be a rematch...

Overall

82%

REVIEWER



Kath Brice



OUT: NOW

FORMAT: PS2
PRICE: £70

DEVELOPER: ATOMIC PLANET
PUBLISHER: IN2GAMES

SPECIAL FEATURES: STRANGE PERIPHERAL
OTHER FORMATS: NONE

CALL: 01923 774123
PLAYERS: 1-2

Ready... Fight!

To use the Gametrak, you put your hands in the gloves, then attach them to the wires. There's also a footpad to stomp on for special attacks.

The Gametrak is actually a nifty-looking device that sits on the floor by your feet, with a blue flashing LED button and everything.



Gametrak calculates your height so that punching in front of you makes you punch your opponent in the face.

To block, you have to bring your hands up to your face. It makes for realistic defending and going in for quick jabs.



All The Rage

Blocking fills up your magic meter and allows you to pull off special attacks. To do these, you need to stand in a certain position, like making a 'Y' shape with your arms. Then stomp on the footpad and you can throw things such as fire balls.



▲ Each opponent has favourite attacks, like headbutts, claws or fireball attacks.



▲ The fuller your magic meter, the more powerful your magic attacks are.

Think you're a bit of a **Lennox Lewis**? Try this – if you fancy attaching yourself to your **PS2 with wires...**

Gametrak: Dark Wind

Once upon a time, add-on peripherals meant crap steering wheels and gimmicky skateboards. But not any more, what with dance mats, Sony's Eye Toy and microphones for karaoke games – we'll happily admit we've put in almost as many hours on *SingStar* as on *PES3*.

Dark Wind, then, is a first-person beat-'em-up with a difference. It comes packaged with the Gametrak, a bizarre but effective bit of hardware that can tell where your hands are, so that the on-screen hands of your fighter mimic what your actual hands are doing.

HANDS UP

This means that when you're up against the likes of Whitewitch, a buxom young lady with pointy claws that really chafe, you feel as though you're really punching her in the face. Slap her around the side of the head and she's knocked sideways. Jab her square on the nose and she flies backwards. The Gametrak can measure the speed of

your punches and that translates into power – the harder you punch, the more beaten-up she gets.

ON THE BLOCK

As well as simply throwing punches, you also have to block your opponent's attacks. Red handprints appear on the screen when they're about to strike, indicating where they're going to hit you. To block them, you have to speedily move your hands over those handprints. It's a good system, although occasionally the Gametrak doesn't quite get its positioning right, no matter how much you calibrate the thing. It's probably because you're bound to move a bit during the game – when you're letting rip with a flurry of punches and having to react to split-second attacks, it's hard to stay in position.

Dark Wind is fun, mainly because punching things is fun. But with limited opponents and a short lifespan, it's high-priced fun. It's not for parties, like *SingStar*, and it's not as flexible as *EyeToy*. Chances are, it'll end up gathering dust next to that skateboard.

The Best Bit



▲ Once you've landed a few good punches, your opponent sometimes goes into 'rage' mode. Then you just have to block for all you're worth.



▲ It is, without a doubt, much more satisfying to pretend to punch someone for real than to hit X on a joystick.



▲ Move your hands over the prints on screen and they turn green to show when you're blocking.

Softography

These guys have also made...

Aero the Acro-Bat.....	N/A
MegaMan Anniversary Collection.....	N/A
Super Puzzle Fighter 2 Turbo.....	82%
Robin Hood: Defender of the Crown.....	58%



▲ Characters look good up close – after a few hits, you can see their faces take subtle damage.

Judgement

GRAPHICS There's plenty of detail on the characters and the environments look good.

GAMEPLAY Like a real fight, it's about punching and blocking – with some magical attacks thrown in.

LIFESPAN A bit limited, but there's a golf game and others planned for the Gametrak in future.

The Gametrak's perfectly suited to a fighting game, but *Dark Wind* isn't that complex and the controls can feel inaccurate.

Overall

68%



MOBILE GAMES UNLIMITED



FANTASTIC GAMES STRAIGHT TO YOUR MOBILE PHONE

COLIN MCRAE RALLY 04™ ORDER CODE: MGU287 COLIN Speed across various terrains in a high-powered rally car. Have you got what it takes to be Colin McRae?	DRIV3R™ ORDER CODE: MGU287 DRIVER DRIV3R on your mobile! Play as Tanner by car and on-foot on the city streets of Miami, Istanbul & Nice.	BAYWATCH BEACH VOLLEYBALL ORDER CODE: MGU287 BAY Pop on your red bathing suit, and get ready for some beach fun. Tammy would be proud!	FRUIT MACHINE ORDER CODE: MGU287 SLOT An amazing fruit machine simulator giving you the thrill of gambling without losing your shirt.	UNDERCOVER BABES ORDER CODE: MGU287 UNDER You'll have to work hard to see all of the lovely ladies. Uncover the screen whilst avoiding the evil energy.	SOLITAIRE ORDER CODE: MGU287 SOL The cards are on the table, and it's up to you to take them all off again. Can you deal?	SEXY POKER 2004™ ORDER CODE: MGU287 SEXY Play strip poker whenever you want with 3 girls who take great pleasure in adding a little fun to your mobile.
2004 REAL FOOTBALL® ORDER CODE: MGU287 REAL With more than 400 real players, enjoy the thrills of the best console football games on your mobile.	MOBILE SOCCER MANAGER ORDER CODE: MGU287 MAN Take your team to victory. Train your team, control your budget, seek sponsorship and much more.	MOTOGP™ ULTIMATE RACING TECHNOLOGY 2 ORDER CODE: MGU287 MGP2 Ride your high-powered racing machine to the top of the podium on a number of realistic circuits.	EUROSPORT™ HORSE RACING ORDER CODE: MGU287 RACE Race as a top jockey in this fantastic horse racing sim. Do you have what it takes to be champion jockey?	TRUE CRIME™ STREETS OF LA ORDER CODE: MGU287 CRIME Run, shoot and drive your way through the mean streets, as you prove that crime doesn't pay.	KAMASUTRA ORDER CODE: MGU287 KAMA The masterpiece which taught the world the art of lovemaking now comes on your mobile phone.	CHESSMASTER™ ORDER CODE: MGU287 CHESS Put your wits against a devious opponent and see if you can become a grand master.
CRICKET ONE DAY SERIES ORDER CODE: MGU287 ONEDAY The thrills and excitement of cricket on your mobile as you bat your way to victory, one day cricket at its best.	PAT CASH PRO TENNIS ORDER CODE: MGU287 CASH If you love tennis, then why not try this ace tennis game and you're sure to be a smash hit!	SKATE & SLAM™ ORDER CODE: MGU287 SK8 Feeling a little board? Get this game on your mobile, and start busting some gnarly tricks.	THE ITALIAN JOB ORDER CODE: MGU287 JOB Get in, get out and get even. Join Charlie and the rest of the gang in this Mini adventure.	WWE™ MOBILE MADNESS: HARDCORE ORDER CODE: MGU287 HARD Step in the ring with your favourite WWE superstars and prepare to lay the smack down!	CALL OF DUTY ORDER CODE: MGU287 COD Make your country proud by killing the enemy menace, in this exciting World War II game.	PRINCE OF PERSIA: HAREM ADVENTURES ORDER CODE: MGU287 POP The classic platformer comes to your mobile. Battle your way past deadly traps and fiendish puzzles.
GARFIELD ORDER CODE: MGU287 GARF Let loose everybody's favourite feline on your mobile. Play with Garfield in dreamland - if you dare!	SHARK HUNT ORDER CODE: MGU287 SHARK Hunt the five deadliest sharks on the planet. Select your bait, wait for a bite and then fight to reel it in.	FOX SPORTS TRACK & FIELD '04 ORDER CODE: MGU287 TRACK Go for Gold! Compete in four Track & Field events: Jewel, Long Jump, Hammer Throw & 110 Yard Hurdles.	GOLF CLUB ORDER CODE: MGU287 CLUB 18 holes of the most advanced Java golf game yet. 3D views, weather, single and multiplayer modes.	PRINCE OF PERSIA: SANDS OF TIME ORDER CODE: MGU287 SANDS Control the movement of time and save the day in this update of the classic platform adventure.	SIBERIAN STRIKE™ ORDER CODE: MGU287 SIB Get in the cockpit and place your hand firmly on the joystick, as you aim to rule the skies.	BLOCK BREAKER DELUXE ORDER CODE: MGU287 BLOCK Destroy all the blocks through 30 levels of intense arcade action. Loads of features.
MX UNLEASHED™ ORDER CODE: MGU287 MX Go off road into the dirt and mud, and smoke the competition. Tricks earn cash to upgrade your bike.	WORMS ORDER CODE: MGU287 WORMS Creepy crawlly warfare comes to your mobile. Can you lead your squad of armed annelids to victory?	RAYMAN® 3 ORDER CODE: MGU287 RAY3 Stop the hoodlums from causing too much havoc in Rayman's latest adventure.	ALIENS™ UNLEASHED ORDER CODE: MGU287 ALIENS While training against synthetic ALIENS, the synth's malfunction, and your fight to stay alive begins!	TOM CLANCY'S SPINTER CELL PANDORA TOMORROW ORDER CODE: MGU287 PAN A terrorist threat is looming over the world, so once again Sam Fisher is sent to do what no one else can!	TOM CLANCY'S SPINTER CELL ORDER CODE: MGU287 SCELL As Sam Fisher, you'll have to use all your skill to take down the terrorists, just don't get caught!	XIII ORDER CODE: MGU287 XIII Stop the terrorists and solve your own personal identity crisis, in this high action shooter.
STEVE DAVIS SNOOKER ORDER CODE: MGU287 STEVE Snooker loopy fun with the 6-time world champ. Try to get the No.1 rank or just play Steve's trick shots.	RAYMAN® BOWLING ORDER CODE: MGU287 RAYB Rayman swaps Lums for Pins, as he looks to make a strike. Can you 'spare' him a hand?	RED DWARF: SIMULANTS' REVENGE ORDER CODE: MGU287 DWARF Step into Lister's shoes and try to save Starbug from an onslaught of Simulant Smegheads.	ATARI® ASTEROIDS® ORDER CODE: MGU287 ASTER Supremely addictive retro action. Blast the rocks from your path with your triangular spaceship.	PUB DARTS ORDER CODE: MGU287 180 Step up to the oche and test out your darts skills. Have you got what it takes to score 180?	ANNO 1503 ORDER CODE: MGU287 ANNO Enter the world of strategy hit Anno 1503. As pirate or explorer embark on the adventure of your life.	PURSUIT SQUAD ORDER CODE: MGU287 PURSUIT Put pedal to the metal, as you aim to stop the crooks from getting away. Can be top of the cops!
SPHINX AND THE CURSED MUMMY ORDER CODE: MGU287 SPHINX Play as Sphinx or the Mummy & try to save Tutankhamen in an action packed ancient Egyptian adventure.	MINISTRY OF SOUND™ DANCE NATION ORDER CODE: MGU287 DANCE All the fun of night-club dancing, without having to go deaf or make a fool of yourself on the dance floor.	THE INFERNAL GATE ORDER CODE: MGU287 GATE 25 levels of demonic terror and special effects are waiting for you in this 3D First Person Shooter.	PLANET ZERO ORDER CODE: MGU287 PLANET Save the earth by destroying an evil alien race with this side-scrolling old-school shoot-em-up.	PUB POOL ORDER CODE: MGU287 POOL You'll never need to put down a 50p piece again, 'cos this pool table will be all yours.	ATARI® PONG® ORDER CODE: MGU287 PONG The game that started it all! Two paddles and one ball, providing hours of non-stop entertainment!	FOX SPORTS BOXING ORDER CODE: MGU287 BOXING Bob and weave, duck and move, float and sting. Can you become the World Heavyweight Champ?

ALL GAMES ONLY £6

TO ORDER FROM A LANDLINE
CALL **09061 293 179**

Calls cost £1.50p per minute, the cost of the call covers the cost of the game. Calls to this number should only be made from a landline. Callers must be aged 16 or over. When ordering from a landline, please check compatibility at www.mobilegamesunlimited.com prior to ordering.

TO ORDER FROM YOUR MOBILE PHONE

Text the correct **ORDER CODE & PHONE MODEL** to **81822**
Example: To order DRIV3R for Nokia 6600:
Text **MGU287 DRIVER 6600 to 81822**
This message will be charged at your standard rate. You will then receive two billing messages and a service/browser message with the link to your game

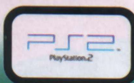
For the latest games visit: www.mobilegamesunlimited.com

OUR GUARANTEE

- No subscription required
- No unsolicited sms messages
- Replacement game guarantee
- No hidden message charges
- Fast & efficient service
- 24 hour customer services helpline

WHY WAIT! - IT'S EASY TO ORDER - BE PLAYING THE BEST GAMES IN MINUTES

Please ensure you have read all instructions carefully. Pre-pay customers, check you have enough credit before ordering. Your mobile phone must be Java capable. The delivery of games requires a short WAP connection for which your mobile operator may charge you. At peak times there may be a small delay in delivery. All logos and game titles are trademarks of their respective companies, check www.mobilegamesunlimited.com for full details of copyrights & trademarks. Put comments and questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA. To contact customer service, email: custserv@mobilegamesunlimited.com, or call (local rate) 0845 0207 500



REVIEWS

REVIEWER



Alex Cooke



OUT: OCTOBER

FORMAT:

PS2

PRICE:

£40

DEVELOPER:

EA

PUBLISHER:

EA

SPECIAL FEATURES:

ONLINE

OTHER FORMATS:

XB, GC, PC, GBA

CALL:

01932 450000

PLAYERS:

1-4

Kicker Conspiracy

The features in *FIFA* change more rapidly than the Southampton manager so there's a whole new set of dead-ball techniques to master.

Free kicks are aimed with a cross-hair, a golf-style power bar and a spinning ball for swing. It's pretty good too.



You need to control the attacker as he runs in to head in the corner. Hmm. Not the best system we've seen.

Throw-ins mean choosing which man to chuck it to, then shifting him to receive it. Which is a worse idea than it sounds.



▲ Umm... Kluivert, we think. Some players' mugs seem a lot better designed than others.

The Best Bit



▶ The new long pass system allows you to turn defence into attack and the defender inside out.

As with fine wine, there are good and bad years for the EA kicker – will this vintage be a corker...?

FIFA Football 2005



FIFA is the Premier League; robust, frenetic, dramatic but just a little chaotic and frenzied. *PES* is the World Cup; the names sound foreign and the kits look slightly odd but the seamless passing and the thoughtful pace make it compelling, if too calm and too pure for everyone's taste.

SHARE AUKE

In the past, both titles have tangled laces or trodden on each other's boots, but both are at their best when they stick to their own halves of the football pitch. And this is one of those years.

As usual *FIFA 2005* is licensed right up to the colon, with more bells and whistles than a Leapers' Pride parade. Kits, faces, pitches and Premier places are all mapped

fanatically, while Motty and McCoist return on the M.I.C to talk about hundreds of teams and leagues you've never even heard of. But the difference between '04 and '05 is in the pinball-paced passing. This is due to the feeling of having more time on the ball as the AI opponents are less likely to charge into the tackle, which means you can be more considered when picking out teammates. It takes a few minutes for it all to become familiar to your fingers, but soon enough every goal looks like Arsenal: fluid, feted and fantastic.

A CUP THAT CHEERS

The price paid for having the skills of Henry on the tip of your thumb is that the game can feel too helpful, too simple. You are expected to score goals, flash goals, gorgeous goals and lots of them, and so tackling, pressing and marking have been played down or performed automatically. But it's all a balance between reality and entertainment, and who is going to really complain too much when you get your hands on the Premiership trophy so easily?

Trophy Cabinet

Starting at the bottom of the league, the Career mode allows you to climb up from the basement to the Premier division.



▶ All of the major clubs and leagues are here.



▶ There's the chance to play out seasons and cups.



▶ International and online matches allow you to test your skills with the best players on the net.



Judgement

GRAPHICS Some of the faces are great, some are not, but the animation is pretty good.

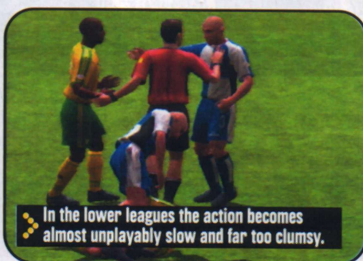
GAMEPLAY High-scoring, sparkling football is easy, defending and taking corners are not.

LIFESPAN With 350 official leagues and teams licensed and copied pretty precisely, it's huge.

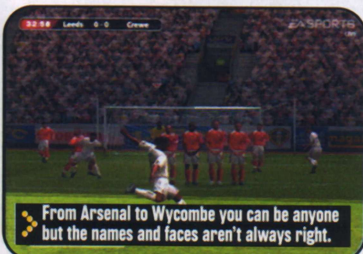
It's slick and quick and it's the best *FIFA* for years, but a few things stop it from being more than just the runner-up.

Overall

81%



▶ In the lower leagues the action becomes almost unplayably slow and far too clumsy.



▶ From Arsenal to Wycombe you can be anyone but the names and faces aren't always right.

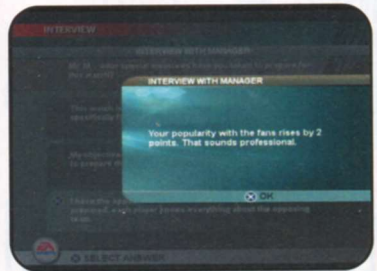
OUT: NOW

FORMAT: PS2
PRICE: £40

DEVELOPER: EA
PUBLISHER: EA

Total Club Manager 2005

Football Confusion reigns as the FIFA spin-off goes **out of control...**



▲ Players aren't your only problem. There are the press, ticket prices, bank loans and stadiums to sort out.

Paul Sturrock (Southampton) lasted 13 matches. Brian Clough (Leeds) was sacked after 44 days. Bill Lampton (Scunthorpe) resigned for three days. But *Total Club 2005* can beat them all. After just half an hour we wanted TCM to clear its desk, wipe clean its chalkboard and burn its sheepskin.

INCOMPLETE CONTROL

Playing *TCM2005* is like trying to manage your team with a stropky sock puppet called Berwhale The Avenger. He almost does what you want but your players think that he's a mumbling idiot. So a defender loses +10 from his happiness rating because you watch another player in his position. Hmm. A

Clough Enough?

You can control everything, from the number of seats in your stadium to the ads on the walls. It is just a shame about the actual football...



▲ You can make subs and shout orders from this screen but watching it is slow and jerky.

forward flounders off because you fine him for being late back from a holiday, but if you don't, the rest of the squad whinge instead. So why not click the 'Have A Quiet Word' option? Well, there isn't one. It's all or nothing in this game.

But the real reason we gave TCM its P45 so quickly is the lack of a Match Highlights option. You can watch a juddering 3D version of every match (which takes an age) or skip straight to the end and see the final result. There's no way to watch scrolling text and cut in to make changes. You can't sub a tired striker or make the team defend when they go one-nil up. So unless you want to sit through about a year of plodding 3D action you can't actually *manage* the team. Which we thought was the point of the bloody game.



▲ Motty and McCoist are good enough but their words slow down the 3D mode even more.

Judgement

GRAPHICS 11 Danny Murphys Vs 11 Danny Murphys looks terrible, even next to *Champ Manager*.

GAMEPLAY Neat menus and decent database are ruined by some random results and duff ideas.

LIFESPAN You should be able to drag hours out of the number of options and teams.

Overall

64%

A management system that stops you managing? As FIFA's getting better, TCM manages to undo all of last year's work.

OUT: OCTOBER

FORMAT: PS2
PRICE: £40

DEVELOPER: CODEMASTERS
PUBLISHER: CODEMASTERS

TOCA Race Driver 2: Ultimate Racing Simulator

The **ex-box racer** converts and even offers **Turis-more...**



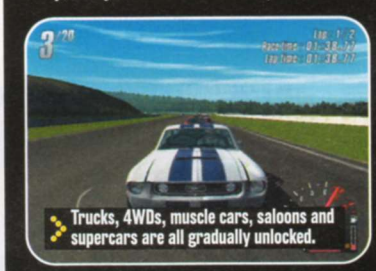
▲ You can now save your glorious replays and compare your wins with mates.



▲ The 'plot' no longer gets in the way of the racing or wears you down with crap acting.

Converting games is like trying to pour spaghetti from a weasel into a marmot. Sometimes it won't fit, sometimes the rodent will still be hungry and sometimes you'll end up covered in half-chewed pasta and chunks of carrots. It's a messy job but somehow Codies have managed to jam the entire Xbox game, manual and all, perfectly into this PS2-shaped mammal.

From the sprightly but twitchy single-seaters to the heavyweight truckers, packing in all of the same detail and depth as the Xbox version has made *TOCA 2* on PS2 the most varied and vicious racer around. So you can forget about AI drivers stuck on the racing line – these guys are very aggressive and your motor is very, very breakable. And just to



▲ Trucks, 4WDs, muscle cars, saloons and supercars are all gradually unlocked.

make things even better, Codies have kindly shoved another course and championship into the already bulging belly of the beastie. With the previously annoying story taking a back seat and an eight-player online option to go with the normal split-screen, you should forgive the weirdly weak rally section and slightly odd handling to fill up on an immense and involving racing simulator.

Judgement

GRAPHICS Almost as fresh, clean and sharp as the Xbox version, this is a darn good-looking racer.

GAMEPLAY Sharp handling, crunchy crashes and a colossal amount of races make it harsh but fun.

LIFESPAN 35 cars, 33 championships, 50 tracks, 21 drivers; *TOCA* has everything, and just a little more.

Overall

89%

A slicker conversion than Jesus with a water-cannon, this is a fantastic, full-on racer with plenty of variety and life.



▲ A new PS2-only Pro-Sim mode gives the handling a little more bite if you find things a bit too easy at first.

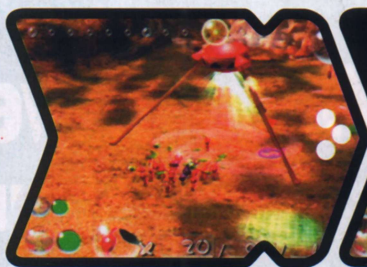
REVIEWER: Alex Cooke

REVIEWER: Alex Cooke

REVIEWER



Jes Bickham



OUT: NOW

FORMAT: GC
PRICE: £40

DEVELOPER: NINTENDO
PUBLISHER: NINTENDO

SPECIAL FEATURES: NONE
OTHER FORMATS: NONE

CALL: 01932 895 390
PLAYERS: 1-2

New, Improved

There are plenty of additions to *Pikmin 2* that make it a far better game than its esteemed predecessor. You're no longer forced to finish it in 30 days, for instance, although there's still a day-to-night cycle, meaning you'll have to be organised as any *Pikmin* left in the field at night will be eaten by local wildlife.



▲ Time stands still in the Cave levels, meaning you can take as long as you like over them. Some of the later Caves are jolly difficult indeed.



▲ The multi-player modes are brilliant. There's a co-op challenge game and a competitive affair where you've got to nick marbles off each other.



▲ Harvesting berries means you can distill them into a juice that gives your *Pikmin* super-powers for a short period. Perfect for boss fights.



▲ We bet loads of people ignore *Pikmin 2* cos it looks cutesy and kiddie. Which is a shame, as it is absolutely brilliant, and a real classic of videogame-dom.

Not as important as Mario, or as popular as **Pokémon**, but just as **blindingly brilliant** as both...

Pikmin 2

Pikmin 2 is the best Nintendo-developed game since *Zelda: The Wind Waker*. More than anything since then, it epitomises Nintendo's genius for game design and sheer fun. In short, it's a classic.

SIZE IS EVERYTHING

The first *Pikmin* was perfectly formed but was terribly small. *Pikmin 2* fixes everything that was wrong with it and then some. The 30-day time-limit is gone – although individual days remain – and it's a much, much bigger game that'll test your strategy and organisational skills in a way that somehow never makes the game feel like an exercise in resource management, although essentially it is. It's beautiful to look, brilliant to play and utterly charming.

Softography

These guys have also made...

Super Mario Sunshine	95%
Zelda: The Wind Waker	97%
Pikmin	90%
Metroid Fusion	92%
Pokemon Colosseum	90%
Wario Land 4	87%

The game's all about salvaging earth-tat, by way of exploration and managing hordes of the subservient *Pikmin*. The two new *Pikmin* types exponentially increase what you can do, and you can now switch between Olimar and his new sidekick Louie, allowing you to effectively control two *Pikmin* groups at once.

DEEP FLOAT

Pikmin 2 is devastatingly deep, each level a Russian doll of gameplay, the layers of which are gradually revealed as you obtain different types of *Pikmin*. These also allow you to do more and more things. Only blue *Pikmin* can traverse water, for instance, and once you get them, whole new tracts of landscape are uncovered. It's a constantly delightful voyage of discovery.

Throw in the new dungeon-style Cave levels and two remarkably well-considered multi-player modes and you've got a game that stands as one of GameCube's best. And what higher recommendation can there be? This is about as good as it gets.



The Best Bit



Those levels. They're all, without exception, stunning beautiful. Wonderful.

Purple Patch

The two new *Pikmin* types offer new abilities and new strategies, deepening the *Pikmin* experience considerably. Let's take a look.

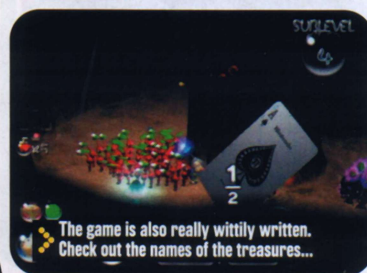
Purple and White *Pikmin* can only be spawned from special flowers that exist only in the underground Cave levels.



Amazing! A purple *Pikmin* it has hair... and is quite stocky. It seems very heavy and strong.

Purple *Pikmin* are super-strong and count as ten *Pikmin* each. Handy when you need more than 100 *Pikmin*...

The creepy White *Pikmin* can dig for buried treasure, are poison-resistant and poisonous themselves.



The game is also really wittily written. Check out the names of the treasures...

Judgement

GRAPHICS Simply stunning arboreal beauty; even better than a real garden. Possibly.

GAMEPLAY Exploration and strategy presented in that inimitable Ninty style; brilliant fun.

LIFESPAN Much bigger than the first game, plus multi-player and challenge modes.

Pikmin 2 is a low-key treasure, and a must-have if you've got a GameCube. Life-worryingly addictive and hippo-huge fun.

Overall

92%

LIKE



sonic



jackie



shane



michaelangelo



spidey



megaman



THEN YOU'LL LOVE

ISSUE #1 STARRING... sonic jackie shane michaelangelo spidey cs-po megaman

FOX KIDS

JETIX magazine

WIN! PlayStation 2 games! PS2! EYE TOY!

he's back!

SONIC

amazing episode + poster

ISSUE #1 STARRING... martin mystery

MARTIN MYSTERY

over 90 mins of DVD madness!

NEW! 2 complete shows!

JETIX magazine

PLUS! GAMES! TRAILERS! PUZZLES! GALLERY! MORE!

SONIC X

FREE DVD

ONLY £2.99

ON SALE

Thursday 9th September

2 FULL EPISODES OF SONIC X + MARTIN MYSTERY plus much, much more...

REVIEWER



Mark Walbank

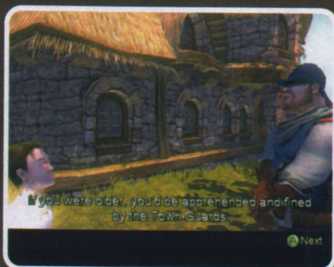


OUT: NOW

FORMAT: XB
PRICE: £40DEVELOPER: BIG BLUE BOX/LIONHEAD
PUBLISHER: MICROSOFTSPECIAL FEATURES: NONE
OTHER FORMATS: NONECALL: 0870 6010 100
PLAYERS: 1

Growing Pains

Senile old men will constantly tell you that your life goes by in a flash. It's certainly true in *Fable* where you can go from a young child to an old man in the space of 12 hours!



Unfortunately, there's no squeezing zits mini-game; your childhood only lasts for half an hour.



Around about this time you'll be looking for love, so it's important to watch what you wear.



Get on a bit and you start to resemble a Santa/Captain Birdseye look-alike.

The hype was a bit of a tall story but fortunately this cracking tale has a very happy ending...

Fable

Monster! Monster!

The *Fable* bestiary is full of wily creatures...



Balverines take extra damage if you wield silver augmented blades, so wise up swordy!



Bandits always wear stupid masks and people wearing stupid masks deserve death.



Nasty, brutish and short, no it's not Paul Daniels it's the Hobbes who are pure evil.



The clue is in the title: *Fable*. It was supposed to be the game that let you write your own adventure. If this were a magazine given to swearing then that statement would be followed by an eight-letter word beginning with 'b' and ending with 'ollocks'. *Fable* lets you do nothing of the sort. It's probably

Softography

These guys have also made...

Black & White	90%
Black & White 2	N/A
The Movies	N/A

best to get that major criticism out of the way first.

TALL STORIES

During the game's protracted development (over four years) we heard about how you could become good or evil, make decisions unique to your character and weave a story that would be markedly different to anyone else's. All nonsense. *Fable* has a linear plot that only diverges to a minuscule degree at certain points depending on your actions. Sure, there are occasional side-quests to undertake

should you wish to, but ignore these and you could easily complete the game in 12 hours. Hardly the epic we were anticipating. Or is it?

AL-BION WELL

You see, *Fable* may have been oversold to us but there's no question it's still one of the most absorbing RPGs ever made. While the on-rails plotting is disappointing there's so much to explore, do and see that it can extend the game's lifespan considerably. Indeed, once you've completed the story quest the game

Just like real life, a box of chocolates goes a long way towards attracting a woman's attention, and it's far safer than setting fire to yourself. Expensive jewellery is even more effective.

That's Bigamy



Make a woman's heart glow by showing her your muscles and your prowess with a weapon. They just can't resist a hunky warrior.



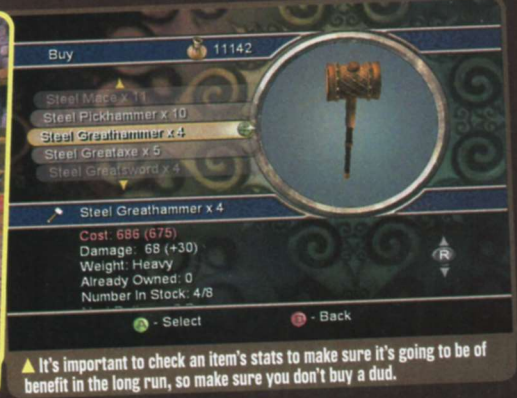
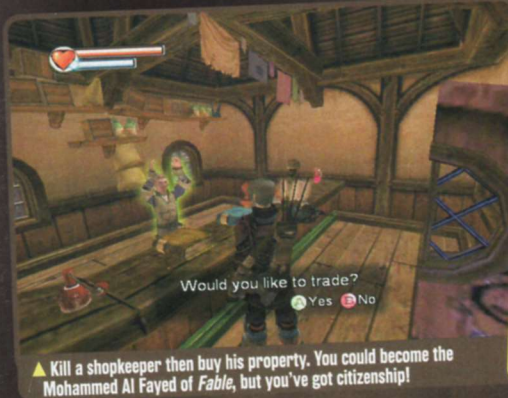
Alternatively, laughing in a manly way works down the disco so why not here? That's 'manly' ok, so less of the giggling. Think Brian Blessed.



Search and pay for a marital home in a village before you wed. You're a man now so you must provide for your sweetheart.

Feel My Steal!

Items can be traded from village to village and you can magically enhance weapons with special augmentation discs. However, augmentations cannot be taken from one blade to another.



▲ Kill a shopkeeper then buy his property. You could become the Mohammed Al Fayed of *Fable*, but you've got citizenship!

▲ Visit the smithy for the best weapons and armour. The horseshoes are nice too but we prefer a nice sneaker, preferably with a shell toe.

▲ It's important to check an item's stats to make sure it's going to be of benefit in the long run, so make sure you don't buy a dud.

The Best Bit



Factpack

The stuff you need to know...

Story quests	22
Renown levels	7
Tattoos available	30
Years in development	4



Albion is a land of contrasts and a marvellous place to explore. It's when you immerse yourself in its superb detail that you get the most out of the game.

does not end and you are free to roam Albion looking in all the nooks and crannies you may have missed first time round.

MISSION POSSIBLE

There are 22 story quests to tackle, but these are bolstered by a handful of optional quests (approximately eight) and some open-ended challenges. This may seem meagre but each quest is meaty and absorbing and you never feel like the game is getting repetitive. Clearly, Big Blue Box found the advantages of having a story-driven game too tempting – the player is constantly motivated to see what's around the next corner. It would be cruel to give away narrative details, but there are some cracking missions ranging from protecting villagers to taking part in a massive gladiatorial arena combat.

What *Fable* does stonkingly well is make you feel heroic. In this regard the promise of designing your own hero, right down to his morality, has been met. Eat too much food and your hero gets fat, drink too much beer and he gets drunk, go around committing petty crimes and he will be outcast from the community (unless he pays a hefty fine). The good/evil dichotomy is not as sophisticated as in *Knights of the Old Republic* but your alignment

...eat too much food and your hero gets fat, drink too much beer and he gets drunk, commit crimes and he will be outcast...

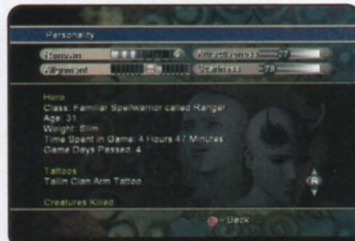
will influence the story in minor ways and dictate how others treat you.

IN YOUR HANDS

There's no getting around the fact that this aspect is pretty basic. If you get a reputation for being evil then traders will charge higher prices for goods and people will cower in fear. Act like a goody-two-shoes and people will follow you, clap as you pass and generally be more accommodating. Later on in the game alignment changes can be swift depending on a few key decisions. However, the fact you can donate money to churches to make your status swing one way or the other gives you some idea of how watered-down this system is. Still, it's preferable to most RPGs that give you no control over character morality whatsoever.

Guild Of Warriors

You can pop back to the guild at any point to get quests or upgrade your hero's skills.



▲ Enter the green light and convert all your experience into skills.

▲ You can choose whether to specialise in magic or swordsmanship, or a touch of both.

▲ All your hero's stats are logged throughout the adventure, even your chicken kicking!

Haircut 100



▲ Take some images to the barber if you want him to create a special trim.



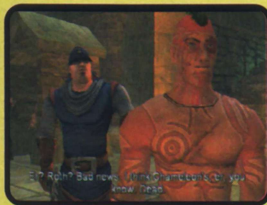
▲ Bizarre facial tattoos can make small children run away in fear. That's a real life fact as well.



▲ Wear a comical moustache like this and you'll be a bachelor for life, but also rather dashing.

At My Signal, Release Hell!

One of our favourite scenes in the game is when you take part in a gladiatorial arena contest. Get through this and your renown will go sky high, just like Russell Crowe's star status after *Gladiator*.



▲ The last champion didn't do so well.



▲ Buy all your potions before the fights.

▼ Kill, and the crowd will love you.



▼ The wasps are no match for your skills.



Watch out for the deadly arena blades. Unsurprisingly sharp.



Your old pal, Whisper, also helps you out near the end. Bless him.

Early Doors

As a kid you learn right from wrong very quickly and who to do favours for. Don't be too good though – balance it out.



One of the favours you take on involves smashing other people's stuff for cash. You're a gangster now.

But remember the game is always watching and every bad deed you do will be noted on your record. Be warned!



But ill-gotten money can still be put to a good use, so use your dirty cash to buy your sister a special present.



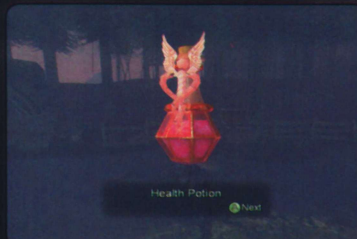
You get to learn about loss quickly as your sister soon disappears after a terrible event...



▲ Pay for a bed to rest your weary legs in and your energy is replenished. How very Sims.

Reputation is also a very important commodity in Albion and this can be increased in several ways. Completing quests is the most obvious, but it's also possible to boost renown by taking on 'boasts'. These optional stipulations range from completing quests naked to sparing the lives of those you vanquish. A successful boast will increase your renown provoking others to respond to you more favourably.

It's also possible to buy titles to make people respect you. Chicken Chaser may be the name people call out when you start but eventually they'll be greeting you with Ranger or Gladiator. It's such nuances that make *Fable* very special.



▲ Health potions are useful but resurrection phials automatically prevent you from snuffing it.

Get a few hours into the game and you'll be thinking about marriage. Both men and women can be wooed and your appearance dictates how attractive you are. Get a hideous tattoo etched on your face, or wear a ridiculous dress and your potential

...if you're dead set on the idea of getting a spouse the best solution is to give gifts to your intended until their heart grows stronger

Secret Bits

Dark caves might look scary, and contain bears and giant spiders in real life, but in *Fable* they usually hide treasure.



There's some great RPG staples included in the gameplay – answer a riddle and the Demon doors will open.

Chests! The most obvious place to find treasure. Some chests, however, can only be opened with special silver keys.



You have to keep your eyes peeled in *Fable* so make sure you study every object to uncover fresh clues and new areas.

partners are as likely to laugh at you as propose marriage. If you're dead set on the idea of getting a spouse the best solution is to give gifts to your intended until their heart grows stronger – literally depicted by an icon above the head. Buying a home and a wedding ring will then formalise the bond. Courting and marriage deepens your immersion into the game universe, but it's a novelty that does wear off. A few wives later and you'll soon be back to slaying monsters.

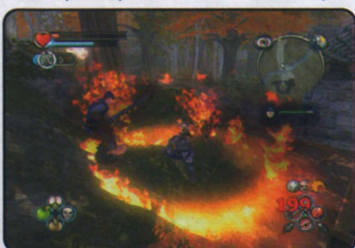
REEL 'EM IN

Taking part in the minutiae of Albion life is optional but there's no doubt it adds to your belief and in the world. Nitpickers will point out that it's only baby steps away from what we've played before in other RPGs, but getting married and having townsfolk react to the trophies you've collected is amusing and impressive.

Fable has a way of infiltrating your subconscious when you least expect it. We guarantee that once you

Spell This!

The spell system in *Fable* is easy to use and extraordinarily effective. Here's just a few examples...



▲ Cast Enflame to knock out several foes simultaneously and keep them at distance.



▲ Lightning looks pretty but it's a hardcore weapon that slowly drains an enemy's health. Shocking.



▲ The good old fireball is powerful and can be boosted throughout the game. It's a wizard standard.

Day Tripper

Albion is a beautiful world to explore and you need to gradually unlock areas by completing quests. Later on, teleportation helps you get to places quickly but this gives the game a disjointed feel due to the loading times. Stroll around for the best feel.



▲ These blue teleporters can whisk you away to any area of Albion you've already visited. It's an easy way of speeding up the action.



▲ The map is beautifully designed even showing you where shops, wives and mission goals are located. There's no excuse for getting lost.

start on the major quest you'll be hooked.

Most of the appeal comes from the world itself. Unquestionably Albion is gorgeous, containing not just elaborate detail but real artistry in everything from the creature designs to the rain effects when you're travelling at night, and alone. But *Fable* is sophisticated enough to give you companions should you not want to travel the dangerous forest paths by yourself. Along with missions that require you to escort traders, you can also hire mercenaries to help with the difficult quests.

TRADING PLACES

Indeed, Albion has its own economy and you can make pots of money by trading items between villages. There are also thousands of combinations of

Collect snotty green orbs to gain experience.



Pub Games

All the bar games are good fun but commentary from Jim Bowen is sadly absent.



▲ In Pairs you must match eight cards in 40 seconds to double your money. A keen eye is required.



▲ A version of shove ha'penny called Tabletop Golf. It's not exactly *Tiger Woods*, but it's fun.



▲ Standard Blackjack but watch you don't get caught card counting! Look what happened in *Rainman*.

weapons, clothing and armour you can clad your hero in. Each affects your attractiveness, but sometimes it's better to look stupid, but feel protected when a big battle breaks out. The sheer depth of the spell and combat system is awesome, too. Although weapon attacks are assigned to just the 'X' button, it's possible to launch a special blow with 'B' once your combat multiplier is triggered. Spells, meanwhile, are prismatic, potent and add a huge tactical dimension to encounters.

BIG IDEAS

It's easy to undermine *Fable* for all the things it hasn't delivered, but isn't it better for a developer to set its sights high and fall a little short than be satisfied with mediocre ambitions? Sure, the original design has been



scaled back but the love and attention lavished on every tree and sunlight-dappled glade is extraordinary. Even if you took away the interaction with villagers, the marriage and the home-building, *Fable* would still emerge as a robust and absorbing RPG. It may not be labyrinthine enough to warrant you playing through repeatedly, but your first time will definitely be something to remember.

Hired Help

Occasionally you'll bump into some rough types who may want you to hire them. These mercenaries are useful but expensive and the longer you keep them the more money drains away from your purse – use them sparingly.



▲ Mercenaries fight on your side but don't come cheap. They are quite literally mercenary.

Crime And Punishment

An icon on your map screen shows how many people can see you, should you want to avoid detection.



▲ Hitting the locals will incur a fine and in extreme cases get you barred from a town. It might feel good but it could be more trouble than it's worth.



▲ If you do want to be a thief, make sure no one is watching you before you start rummaging around. If you don't get caught, then everyone's happy!

Judgement

GRAPHICS The sumptuous locales and fine detail make *Fable* one of the best-looking games on Xbox.

GAMEPLAY Not what was promised but missions, combat and characterisation are spot on.

LIFESPAN Can be completed in a long weekend but *Fable* should be savoured.

A glimpse at the future of RPGs. A stunningly realised vision of everything that's good about story-driven swords and sorcery.

Overall

91%

KILLZONE™

PlayStation®2

OFFICIAL magazine-UK

09
SEPTEMBER

- **GTA: San Andreas**
- **Pro Evolution Soccer 4**
- **Burnout 3 reviewed**
- **And so much more...**

**SPECIAL
COLLECTOR'S
COVER!**

OPS2 Magazine Presents...
**EVERY
 PS2
 CHEAT
 EVER!**

FREE!

CHEATS BOOK!

PLAY GAMES ON OUR EXCLUSIVE DVD!

■ Colin McRae Rally 2005 ■ Ratchet & Clank 3
 ■ DJ: Decks & FX ■ Crisis Zone ■ Spyro The Hero's Tail

THAT AIN'T ALL! Win the chance to race a Ferrari in our disc competition; see this month's goals of the month and get the insider track on *MGS: Snake Eater*!

OPS2 is NOT just another games magazine!

PlayStation®2

ISSUE 51 ON SALE 9 SEPTEMBER

Available at **WHSmith**
and all other good newsagents

OUT: NOW **FORMAT:** PS2 **PRICE:** £40 **DEVELOPER:** MICROIDS **PUBLISHER:** UBISOFT **SPECIAL FEATURES:** NONE **OTHER FORMATS:** NONE **CALL:** 01932 838230 **PLAYERS:** 1-2

Welcome to **Survival Horror High**, where the teachers definitely **know what you did last summer...**

Obscure

➤ Silent Skills

Each of the five characters has their own skill. Geeky Josh can tell if something needs to be done in a particular room, for instance. He's a clever chap. But a real nerd.

Shannon is good at giving advice and dropping general hints. She also heals faster than the other characters.

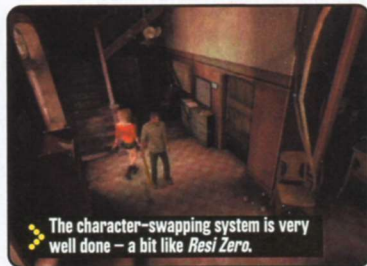


Josh can also pick locks, but not all of them – only the locks the game wants you to pick, which is a bit of a cheat.



Imagine the pitch meeting: **"Obscure is Resident Evil... meets Buffy!"**. Yup, it's high-concept time in the world of survival horror.

And it works, too, combining creepy shocks with well-represented American teen stereotypes and a high school setting; but the gimmick with *Obscure* is the ability to play as five different characters and have them team up and help each other



➤ The character-swapping system is very well done – a bit like *Resi Zero*.



➤ We're surprised it's taken this long to jump on the teen horror bandwagon.

out with their own specific skills. A second real-life player can also leap in and control the second character for some co-operative gameplay.

It's inventive stuff, and the horror-in-high-school setting is suitably atmospheric. It has the usual survival horror faults – all that sliding along walls trying to find things – but this is nonetheless a real surprise that's well worth playing.



➤ You can assign orders to your computer-controlled buddy. Helpful.

➤ Light Fantastic



▲ Cleverly, the monsters in the game are killed by sunlight – so smash those windows up good and proper if you want to survive an attack.



Judgement

GRAPHICS Clean and effective but lacking *Res's* realism or *Silent Hill's* grainy atmospherics.

GAMEPLAY Survival horror with ability-sharing, multiple characters and awkward turning.

LIFESPAN A decent-sized adventure but you'll not want to play through it a second time.

Sometimes awkward, this novel survival horror nonetheless manages to outdo the lacklustre *Silent Hill 4*.

Overall

74%

OUT: NOW **FORMAT:** PS2 **PRICE:** £40 **DEVELOPER:** STORMFRONT **PUBLISHER:** ATARI **SPECIAL FEATURES:** NONE **OTHER FORMATS:** XB **CALL:** 0208 222 9700 **PLAYERS:** 1

➤ Elf Upgrade

The three-character system is a great one, allowing for three different styles of play and some unique abilities. The rogue, for instance, is invisible in shadows, while the sorcerer is best used by hurling offensive spells from a distance. Naturally, abilities can be upgraded and new skills can be purchased with experience. It's simple RPG stuff, but it works.



▲ Our favourite is the wizard – upgrade his magic missile to fire lightning and you're laughing.



➤ You can buy new equipment and skills between levels for each of the three characters.

Hit things so they fall over **until your thumb breaks.** It's a lot more fun than it sounds...

Forgotten Realms: Demon Stone



From the developers of *Lord of the Rings: The Two Towers*, *Demon Stone* offers a very similar slice of RPG-lite hack-slashery.

It's hugely repetitive, with much ⊗-button pressing, but it's also a relentless thrill-ride of constant combat, dizzyingly delightful sights and high drama. It's visually startling and the one-note action is deepened

beautifully with a three-character system that lets you switch instantly between fighter, thief and wizard, allowing you to call on their specific abilities at any time. And, of course, there are loads of skills to upgrade and equipment to buy.

You'll get thumb-ache in no time at all, but forgive *Demon Stone* its flaws and you'll find a splendid romp that simply barrels along.



➤ Shamefully, there's no multi-player action. A co-operative would be ace.



➤ *Demon Stone* might be intensely repetitive but it's always good fun.



If you liked *The Two Towers* and *Return of the King* then this'll be right up your alley – it offers the same combo-based skills and spells. Plus lots of fighting.



Judgement

GRAPHICS Beautiful, expressive characters, gorgeous environments and swishy effects.

GAMEPLAY Incredibly simple and repetitive, but the three-character system works brilliantly.

LIFESPAN If your thumb doesn't fall off from hitting the ⊗ button it's a good-sized adventure.

Old-fashioned and simple it might be, but this is a super *Dungeons and Dragons*-based yarn that is deeper than you might think.

Overall

80%

REVIEWER



Jean-Luc Picard



OUT: NOW

 FORMAT: XB
 PRICE: £40

 DEVELOPER: PHANTAGRAM
 PUBLISHER: MICROSOFT

 SPECIAL FEATURES: XBOX LIVE
 OTHER FORMATS: NONE

 CALL: 0870 601 0100
 PLAYERS: 1-2

One Man Army

As well as organising every unit on the battlefield, you'll be fighting in the thick of things as a one-man killing machine. Great stuff, eh?

This is Gerald, our hero. You control him and get to kick all sorts of Orc butt with a number of moves. Whadda guy.



Gerald has two lieutenants - here's Rupert. If you've got enough Strategy Points you can call on his special moves.



Killing the leader of the opposing forces saps enemy morale - here's Regnier, a big, bad bruiser of a boss.



Later in the game you can get up to 150 units scrapping away, with dragons and war machines.

The Best Bit



Move the archers to marked area.

Your units are in position and you're kicking ass and winning the battle. Aces!

Order **hundreds of men** around to **do your bidding** - just like being the editor of *GamesMaster*...

Kingdom Under Fire: The Crusaders

Kingdom Under Fire is the best *Lord of the Rings* game EA never made.

Return of the King was a fine old rumble but it pales next to the sweepingly epic battlefields of *Kingdom Under Fire*, which are as close a videogame equivalent to Peter Jackson's cinematic fantasy wars as we've yet seen. It's cracking stuff.

SUCE AS NICE

Which would all be for naught if there wasn't a fine game behind the flash and thunder; and *KUF* certainly delivers in this respect. On the one hand it's a *Dynasty Warriors*-style slice 'n' dice as you take control of the army commander and chop your way through the enemy forces, raising morale by targeting enemy captains and leading by example; on the other it's a sprawling strategy

affair that asks you to direct your many units across the battlefield with definite tactics in mind, via a disarmingly simple and easy-to-learn control system. The two halves of the game mesh brilliantly and the end result is a game that is enthralling, exciting and as deep as you want it to be - quite an achievement indeed. Throw in startling scope for growing your characters and units by adding skills and equipment and you've got a suitably grand title, but it never confuses or gets too fiddly.

NET EFFECT

Sadly, the combat element can get a little one-dimensional and falls too often into button-bashery, but the battlefield brainwork never gets boring. With Xbox Live support for online army-clashes too, this one is most definitely a keeper and a pleasant surprise indeed.

Softography

These guys have also made...

Crimson Skies	78%
MechAssault	81%
Halo	96%
Midtown Madness 3	70%
Amped 2	76%
Blink	72%

Marching Orders

You'll need to successfully use several units at once in *Kingdom Under Fire* if you're to save the day. Let's take a closer look.



Here we're retreating these archers to a strategic position, for a nasty surprise.



Using a special flaming arrow attack, they'll roast the enemy as they run from our infantry.



Don't like strategy games? Play this anyway. It rocks hard like rock, man.

Judgement

GRAPHICS Hundreds of soldiers going at it like nobody's business. Suitably good-looking.

GAMEPLAY Top battlefield strategising and slightly less successful swordplay.

LIFESPAN It'll last you flippin' ages - and there's Live support too. It's a big old game.

The nicest of surprises - a deep, accessible and exciting fantasy battlefield sim with heart and soul to spare. A real triumph.

Overall

82%

REVIEWER



Alex Cooke



OUT: OCTOBER

FORMAT: PS2
PRICE: £40

DEVELOPER: CODEMASTERS
PUBLISHER: CODEMASTERS

SPECIAL FEATURES: NONE
OTHER FORMATS: PC, XB

CALL PLAYERS: 01926 814132
1-4

The Real Deal

English clubs make up the bulk of the boxes on offer so this year you will see Tottenham, Birmingham, Leeds, Villa, Manchester United, Liverpool, Arsenal and Chelsea, but the rest of these Isles will also enjoy Celtic, Rangers and the increasingly English Real Madrid. But alas no Bristol City, despite them being a bigger club than Barca, Bayern, Juve...



There are 250 teams but if they aren't in the licensed list then they aren't quite perfect. So we welcome Highbury back to the fold.



You can play as almost any of the major sides in Europe and anyone in the top two English leagues. You can even invent your own cups.



But when it comes to your club all of the names and positions are spot-on, even down to the latest transfers, details and kits.



Sometimes the A.I. makes odd choices and plays weird back-passes and crosses when really it should hammer the ball into the top corner of the net.

Find me in da club, bottle full of bub, look Mr Manager I've got the goals if you want to win some cups...

Club Football 2005

No-one gets it right the first time. *Grand Theft* only hit its stride on version three, the first six *Final Fantasies* disappeared without trace and no-one remembers the first 2096 editions of *Wipeout*. Which makes *Club Football*'s second coming even more impressive.

SPEED FREAK

Sweeping away the old with almost Benitez-like fervour, out have gone the sluggish controls and sloppy passing that clogged up the old game in favour of heat-seeking pinged passes and dramatically swerving shots. The delay between bashing the button and hitting the cross has largely vanished too, and you can now even head the ball! (But only if you exhibit almost Rolex-like timing.)

Softography

These guys have also made...

LMA Manager 2002	88%
LMA Manager 2003	86%
Club Football	52%
TOCA Race Driver: Ultimate Racing Sim.	89%
World Championship Snooker 2003	78%
England International Football	57%

But this isn't a Rooney-esque burst from obscurity; this is more like Frank Lampard's rise, a slow pro evolution from eager sub to seasoned starter. Nope, *Club Football* still has too many rough edges and glitches to make the front two. Toe-poked, timed tackles are too rare, the ball-control is still too loose and that confetti of cards is all too common.

PASSED OUT

The result is a zippy, slightly gritty, not entirely pretty game that offers plenty of playability and demonstrates promise. Think of *FIFA* a few years ago and you'll have a pretty close impression of how things are in the *Club*.

While the 19 versions of the game are really the same underneath the club crests and colours, Codies have also improved the presentation and detail behind each team so that each edition now comes with more shots of the ground, more video of the players and more of the same, subtle improvements that make this a double winner.

Pool Resources

Each club's edition is stuffed to the Jesus Gills with goodness about your team. Every game you play will unlock photos, film and facts.

The Scenarios allow you to play out some classic situations from the past with the modern team.



Snapshots cost points with those YTS trainees costing just a few pence. Gerrard should be a little more.

Stop dreaming the dream and start living it as you add yourself to the team and build up your stats.



The new Precision Trigger allows closer control and a few quick tricks.

The Best Bit



With all the right new players and managers, it's a neat and very complete package.

Judgement

GRAPHICS The faces go from frightening to faithful but the movement is decent and the commentary is great.

GAMEPLAY Quick passing and snappy shooting, but still problems with selecting players and tackling.

LIFESPAN Season, Career, Scenario and League modes make it one that should last the whole year.

Boots have been polished and nostrils emptied, but *Club* still hasn't quite got the sophistication to be more than a substitute.

Overall

72%

PIKMIN 2™



NINTENDO
GAMECUBE™

8.10.04

Where am I
going to get 10,000
Pocos from?

Do you
need
a hand?

Nah, I'm
fine thanks

Be afraid,
be very afraid.

Who's the
scary one
on the end?

Nice body,
do you
work out?

?

Multi Player

Come with me
to search for
treasure

Anyone
seen the
onion?

I may be small,
but I'm fast

One... Two...
Three... Lift.

www.nintendo.co.uk

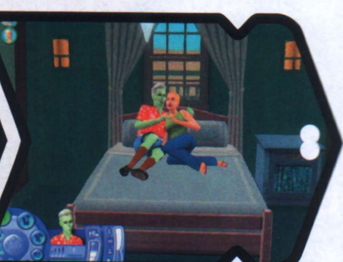
CAPTAIN
OLIMAR

TM, © and the Nintendo Gamecube logo are trademarks of Nintendo. All rights, including the copyrights of game, scenario, music and program, reserved by Nintendo. © 2004 Nintendo.

REVIEWER



Kath Brice



OUT: NOW

FORMAT: PC

DEVELOPER: MAXIS

SPECIAL FEATURES: NONE

CALL: 01932 450000

PRICE: £40

PUBLISHER: EA

OTHER FORMATS: NONE

PLAYERS: 1

Express Yourself

There are more social interactions than ever. Instead of just selecting 'chat', you also choose the subject.



Social interactions are now much less clinical, largely because the Sims are now much more expressive.

Interactions are now scarily realistic. Dave's doing a fine job of making Ali laugh. For once.



This scene wouldn't have been half as touching before. Dave sobbing as the Grim Reaper arrives to take Robin away.

Create-A-Sim



▲ The huge amount of options to mould faces mean you can easily make friend look-a-likes.



▲ After creating your sim, you can dress him up. Now you have to choose his underwear and PJs as well as formal, everyday and workout wear.

The Sims 2

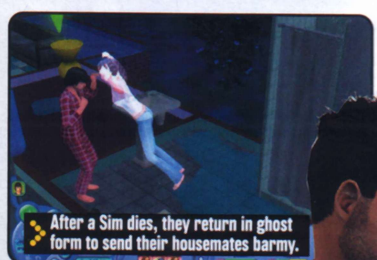


There's no driving, no action and no death. Well, almost none. So why play *The Sims 2*...?



The Best Bit

How realistic? After a kitchen fire, Dave is looking stressed and Kath's chatting up the fireman in her pants.



After a Sim dies, they return in ghost form to send their housemates barmy.



Neighbours are still always popping round to chat and use your stuff.

Things were going well in the *GamesMaster* household for a while. We bought some nice furniture, had a few parties that went down well with the neighbours and got some of the family even better jobs than they have in real-life (Dave as a dishwasher at the local pizzeria and Kath as a criminal).

But *The Sims* reflects true life only too well and, as we all know, things never stay good for long. Before we knew it, Dave and Robin had fallen inexplicably and deeply in love, and Robin had started showing signs of uncontrollable jealousy. When he returned home from work one night to

find Kath attempting to flirt with his man, he smacked her around the face and started having daily thoughts about 'seeing her ghost'. After Kath eventually died fighting a kitchen fire in her underwear, Robin smashed up her urn on the bedroom floor.

SIM-PLY LIFE

Of course, this sort of madness isn't new to hardened *Sims* players. You're used to recreating your friends and family, sticking them in a lovingly created home and being God, or at least scriptwriter, of your own bizarre sitcom. It's not unfair to say *The Sims 2* is more of the same, from the chirpy

music to the obsessive way you're soon seeing to your Sims' needs to eat, sleep and use the toilet.

ON FORM

But while many things are familiar, *The Sims 2* is in many ways the perfect sequel, especially to a game that's still being enjoyed by millions. It doesn't change anything radically but it improves and expands everything – graphics, animations, options, locations are all



▲ Depending on a Sim's experiences, they dance uninhibitedly (like Kath), or a bit campily like Robin...



▲ Like before, you have to build your Sims' skills to make them more successful at work and home.



▲ Aspiration points lets you buy cool stuff like the money tree.

Bustin' Out

You're not restricted to your house like you were in the original game. Instead, you can call a cab to take your Sims to a range of places. You can even pop down to the local shopping centre and pick up some comics and videogames.



▲ Your Sims have fun reading magazines and playing videogames – you can now pop to the local shops and let them spend till they're spent.



▲ Robin still can't afford a swimming pool of his own, but there's one to use at the local community lot.



▲ This attractive park is available to take a stroll around, have a barbecue or a swing on the swings or just chat to small children.

Factpack

The stuff you need to know...

Towns	3
Places to visit	10+
Number of needs	6
Number of fears at the same time	3



▲ Your Sims can still die, as Robin demonstrates after a disagreement with the telly's insides.

The Sims 2 is full of typically wacky things. Like the social bunny, who turns up when your Social level is low.



they eat a mouldy pizza, the disappointment when they're rejected and the embarrassment when they wet themselves.

As well as looking real, they also have noticeable personalities and actual dreams and fears. These subtle goals give purpose to your Sims' lives (and the game). Dave might wake up one morning wanting some 'woohoo' (Sim language for a 'special hug'), and a new telly, and getting them score

...before we knew it, Dave and Robin had fallen inexplicably and deeply in love, and Robin showed uncontrollable jealousy...

Softography

These guys have also made...

The Sims	92%
The Sims: Hot Date	86%
Sim City 4	86%

him aspiration points and make him happy. At the same time, though, he could fear Robin's death or getting fat. Letting either happen will be a major blow to Dave's confidence and overall happiness.

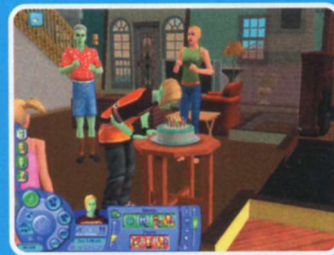
Finally, Sims now give birth as well as adopt. Babies take on a mixture of their parents looks and personality and you can choose the type of parent you are (and the type of adult the child grows into).

It's hard to see what else could make *The Sims* any more real. It's the game voyeurs have been dreaming of in much the same way Dave has been dreaming of Robin – in the game, of course...

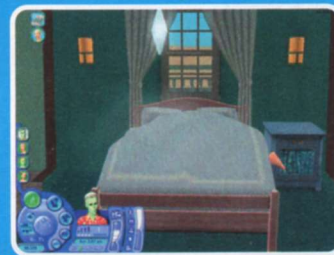
Life Less Ordinary



▲ Instead of creating a family, you can jump into a ready-made one, typically full of dilemmas.



▲ Here, you have to try to make the alien family fit in. In another, a married Sim loves the maid.



▲ Sims that are in love can have 'woohoo'. They can also get pregnant or adopt like last time.

FACE FRONT

The Sims' facial expressions now convey the emotions you previously had to imagine, and you can zoom the camera right up to see the disgust on their faces when

Hopes And Dreams

Domestic life is more complex than ever – your Sims can get fat, get old and even have memories.



▲ You can recall your Sims' memories whenever you want.



▲ New this time is having to actually do the food shopping so that there's stuff in the house to eat.



▲ Not working out enough means your Sims get fat, which means they're not as popular. How shallow.

Judgement

GRAPHICS Almost like watching a real sitcom. The facial expressions add a whole new dimension.

GAMEPLAY Very familiar for past Sims players, but with some refreshingly new elements.

LIFESPAN Unlimited combinations and three totally different neighbourhoods make it massive.

The perfect sequel to one of the most ingenious games ever. It might be the same old thing, but it's still got that Sims magic.

Overall

91%

REVIEWER



Jes Bickham



OUT: NOW

FORMAT: XB
PRICE: £40

DEVELOPER: SUMO DIGITAL
PUBLISHER: SEGA

SPECIAL FEATURES: XBOX LIVE
OTHER FORMATS: NONE

CALL: 020 8995 3399
PLAYERS: 1-4

Slide Away

OutRun 2 is all about powersliding. Doing so enables you to take corners at a constant speed and it's possible to get so proficient at it that you can navigate the twistiest tracks with ease. At first, however, it feels over-exaggerated and comical, but practice makes perfect, as the old man said to the nun.



As you turn into a corner, lay off the accelerator, stab at the brakes, then accelerate again – this should start a powerslide.



The trick is to push against the direction in which you're turning to correct your trajectory – it's possible to slide almost sideways!



It's a little bit like powersliding in *Mario Kart*, and we even found ourselves trying to do the 'secret corner turbo' wiggle-boost thing!



The main Arcade mode is checkpoint-based racing that takes you through several different environments. It's like taking a holiday. In a car. Sort of.

Faster than a greased whippet it may be, but can Sega's classic catch the arcade racing crown...?

Outrun 2

With *Burnout 3* in the shops and currently sitting pretty as king of the arcade-racing hill, *Outrun 2* has certainly got its work cut out.

Without any fancy crashes or Takedowns it appears a little pedestrian and one-dimensional in comparison, but nonetheless this arcade conversion has still got plenty to offer if you accept it on its own terms.

GET THE POWER

It's super-fast, for a start, and once you get a handle on the ridiculous powerslides that the game revolves around, *Outrun 2* becomes as engrossing and addictive as you'd expect one of Sega's shallow-but-fun arcade extravaganzas to be. But it's not built to last, being originally created for 50p-a-shot racing bursts, meaning the main game

won't captivate you for too long unless you fancy plugging away at the extra-demanding Hard segments, where one mistake can cost you the game.

ON MISSION

Thankfully, developers Sumo Digital saw fit to craft more than 100 challenge-based missions for the Xbox version of the game, and it's these that'll occupy most of your time with *Outrun 2*, offering a huge variety of skill-testing races, from simple Time Trials and elimination knock-out rounds to wackier fare such as stealing hearts from opponents or driving within certain prescribed sections of track. There's a decent clutch of other modes, too, including Heart Attack mode, where you must impress your lady passenger.

However, the shine soon comes off *Outrun 2* and even with the bonus of some excellent Xbox Live-based racing, the game soon becomes more suited to quick bursts of thrilling racing than to extended powerslide-based play. It looks great, with some cracking track design, but the simplicity that is its strength is also, ultimately, its Achilles' Heel.

Softography

These guys have also made...

Skies of Arcadia	84%
F-Zero GX	92%
Shining Force: Dark Dragon	85%
Sonic Advance 3	85%
Sonic Adventure DX	61%
Phantasy Star Online 3	80%

The Best Bit

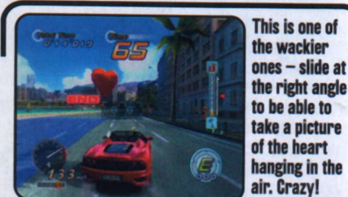


Powersliding through a twisty chicanes, avoiding other cars and the trackside.

Party Hearty

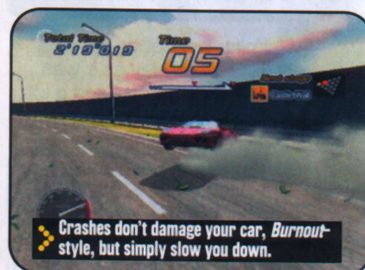
The big draw with *Outrun 2* is the mission mode, which offers more than 100 different challenges to take part in. It's hugely addictive and fun.

The challenges are all about gaining hearts to keep your luscious lady passenger happy. And there are loads of challenges.



This is one of the wackier ones – slide at the right angle to be able to take a picture of the heart hanging in the air. Crazy!

Not sure about this, though – this maths challenge has you adding up numbers and driving through the right result...



Crashes don't damage your car, *Burnout*-style, but simply slow you down.

Judgement

GRAPHICS Clean and super-colourful – it's one of the summeriest games we've ever played.

GAMEPLAY Simple racing with one giant gameplay focus; it's all about powersliding big and long.

LIFESPAN The mission challenges will last a while but it's basic at heart and can get tiring.

Thrilling stuff in small doses, *Outrun 2* doesn't have the legs, in the long run, to keep up with contenders like *Burnout 3*.

Overall

78%

REVIEWER



Alex Cooke



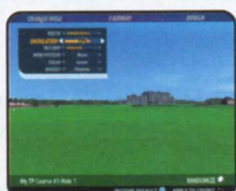
OUT: NOW

FORMAT: XB **DEVELOPER:** ELECTRONIC ARTS **SPECIAL FEATURES:** NONE **CALL:** 01932 450000
PRICE: £40 **PUBLISHER:** ELECTRONIC ARTS **OTHER FORMATS:** PS2, GC, PC **PLAYERS:** 1-4

100% Proof

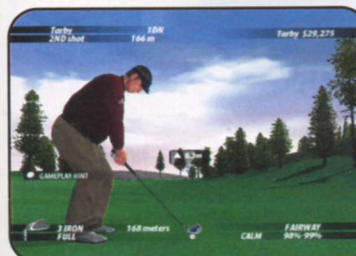
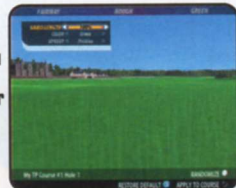
To make things trickier you can use the new Tiger-Proofing mode to modify each hole and course. Then the Legends will come and challenge you.

You can't change the hole or redesign the course but you can narrow the fairways and deepen the rough.



Why not grow your own insane designs in the grass or make flags and markers to appear on your course?

Your 18 holes gets you a rating that you can then challenge other players on. It makes the multi-player last forever.



Buying new clothes adds to your luck. New clubs actually enhance your playing, though.

Is the **Prince of the Pringle** still burning bright or does the Tiger **crap in the Woods...**?

Tiger Woods PGA Tour 2005

It's psychological warfare not golf. Back in the old days, Create-A-Character used to mean slapping Seve's smile on Monty's mug and gluing the lot on Greg Norman's gnarled body. Okay, it looked nothing like you but it was niftier with a nine-iron than your mum is with a steam one.

But thanks to *Tiger 2005*, positioning every boil on your bonce is now pure psychology. Making it look real means making it ugly. So what if it's the spitting image of you, because unless you're more vain than you are veined, it might make you too nervous to show your face on the fairways.

PLAYING COUCH UP

But *Tiger* is the ultimate feel-good game, particularly for 230-stone, Oprah-addicted gutbucket Americans. Easier than sit-ups,

Softography

These guys have also made...

Tiger Woods PGA Tour Golf 2002.....84%
 Tiger Woods PGA Tour 2003.....88%
 Tiger Woods PGA Tour 2004.....90%
 Catwoman.....56%

simpler than switching to salads but more ego-bolstering than defeating a third-world country, it always used to make you think that you could hit a hole-in-one and fit your bulk into stretch-fit checked pants. But not any more – that veneer of invincibility has been scraped back slightly with 14 courses full of un-fairways (Tiger-Proofing) and scorched with five legendary putters.

TO THE FORE

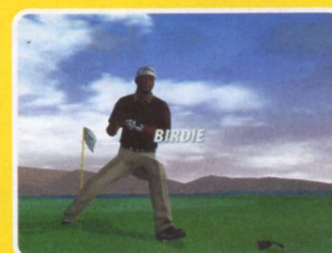
While the excellent swing system has stayed largely the same, the most dramatic changes lurk in the contents of this *Tiger's* eye. More faces, more clubs and more clothes give the game a touch of bling. Pimping up your putter with the 1,500 licensed items is now almost as important as building your skills as this superb game gets bigger, longer but not fundamentally better. It makes *Tiger Woods 2005* worth a punt for the addicted (and his mates) but, sadly, the Xbox still doesn't get the online extras that the PC and PS2 do, and just a few changes to chip-shots mean this is a rammed update but not a radical reworking.

Time For Tee

The five Legends (Ballesteros, Palmer, Nicklaus, Hogan and Player) must be defeated to take on Tiger.



A collection of five stereotyped golfers challenge you before you reach the Legends themselves.



Real golfers like V.J. Singh also appear to offer a sturdier challenge on your route to Tiger.



Each golfer also has a Challenge mode. Seve's involves horrible bunkers and sand-traps.

Judgement

GRAPHICS Great faces and fluid movement hide a few little glitches in the animation.

GAMEPLAY Beautifully balanced shot selection and putting, but some rather clumsy menus.

LIFESPAN The possibilities are almost endless due to the tricky Legends, Proofing and the multi-player.

Addictive, relaxing and just a bit too easy, this is a great golf game but only the 'bling thing' and Tiger-Proofing really improve it.

Overall
90%

The Best Bit

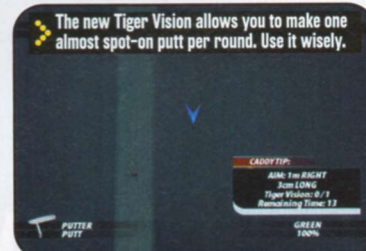
GAMEFACE II



The new game face lets you create almost anyone. We went for comedy/golfing legend Jimmy Tarbuck. All hail Tarbuck.



The menus aren't very well designed and it can be a real pain to get through them.



The new Tiger Vision allows you to make one almost spot-on putt per round. Use it wisely.

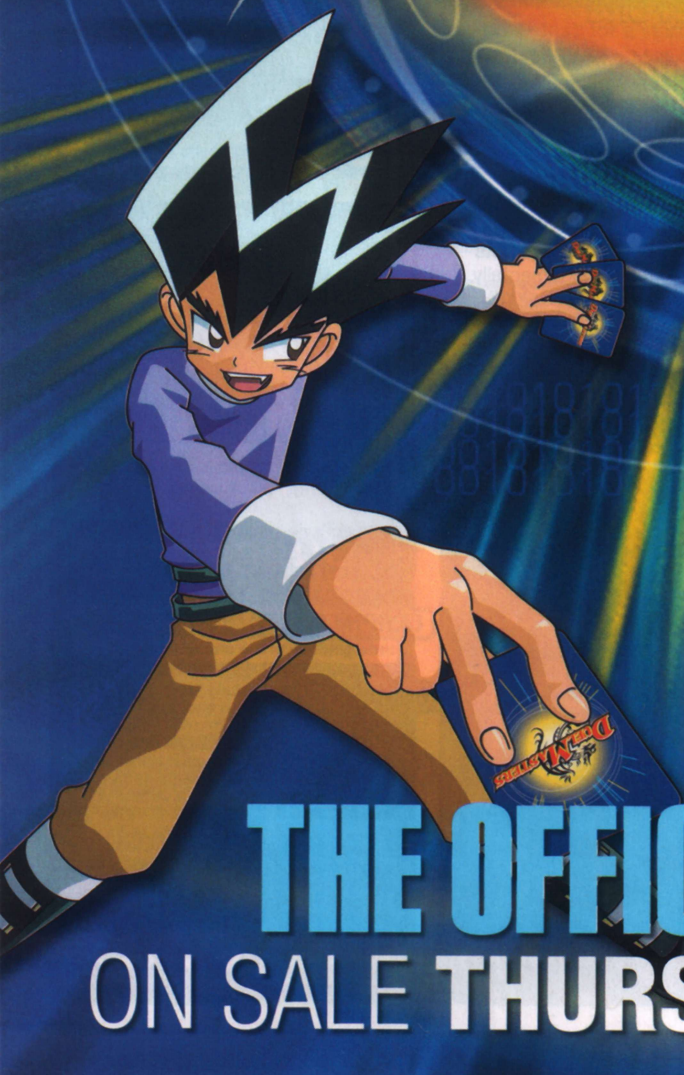
ONLY £3.99



Are you ready to duel?



THE OFFICIAL MAGAZINE



WOW!
THE **GREATEST**
TRADING CARD
GAME SMASHES
INTO THE UK!

FREE
BOOSTER
PACK &
GIANT POSTER
WITH ISSUE ONE!

THE OFFICIAL MAGAZINE

ON SALE THURSDAY 23 SEPTEMBER

OUT: NOW

FORMAT: PS2
PRICE: £40

DEVELOPER: KONAMI
PUBLISHER: KONAMI

SPECIAL FEATURES: NONE
OTHER FORMATS: NONE

CALL: 01895 462151
PLAYERS: 1

Licensed to Hill! Konami's latest survival horror finally shambles into the UK...

Silent Hill 4: The Room

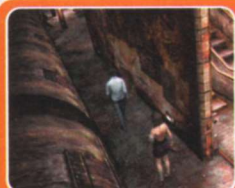
Ghost Town

Each segment of the game leads Henry to a different area of Silent Hill, which you'll revisit later on...

This circular prison is by far the most irritating bit of the game and an all-time *Silent Hill* low. We hate it to bits, we do.



The subway is the first area you'll delve into. It's dead creepy and you'll meet a mysterious young woman there.



Silent Hill 4 is the weakest entry in Konami's horror series so far. Which is a shame, as it has a lot to offer.

The central premise is horribly creepy – Henry Townshend is trapped in his apartment but able to access the freakish burg of Silent Hill via the hell-hole in his bathroom. It's claustrophobic, unsettling and darned unusual.



The Room is light years away from *Silent Hill 2*, the best *Hill* in the series.



Sadly, the story behind *Silent Hill 4* isn't as strong as in previous games.

But most of the good work of this high-concept set-up is undone by tiresome combat, a weak story and some of the most tedious and frustrating puzzles we've had the misfortune of tearing our hair out over lately. While the game still has the capacity to unnerve and shock, it is also workmanlike and irritating when it should simply chill and thrill in equal measure.



Exploring *Silent Hill* itself is never less than hugely atmospheric and spooky.

Move Me



Moving Henry around his flat is cumbersome and unresponsive, although controlling him in *Silent Hill* itself is problem-free.

Judgement

GRAPHICS Grimy, gloomy and altogether unpleasant – your average *Silent Hill*, then.

GAMEPLAY Tedious fighting and some rubbish puzzles detract from the brooding atmosphere.

LIFESPAN If the puzzles don't stump you then a few days' worth of entertainment is about it.

Not without its terrifying charms, but this *Hill* is by far the most unsatisfying of the lot, by turns creepy and annoying.

Overall

72%

OUT: NOW

FORMAT: XB
PRICE: £40

DEVELOPER: PARADOX
PUBLISHER: PTERODON

SPECIAL FEATURES: XBOX LIVE
OTHER FORMATS: PS2

CALL: 01753 854444
PLAYERS: 1-10

Men O' War

You're accompanied in 'the bush', as they say, by a squad of specialists who you'll need to work with if you're to succeed. You'll have to talk to your radio operator to receive mission objectives, get extra ammo off your engineer and tap your medic up for health-replenishment. Sadly you can't order them around, though.



Your point man will lead the way and alert you to any enemies, usually by being shot to bits.



You can't call squad members over – you'll need to go up to your teammates and press A.

Relive the 1960s! But not the good bits with hippies and peace. Only the **horrible bits about war...**

Vietcong: Purple Haze



Sometimes it seems as if Xbox is playing host to nothing but war games.

And given that *Vietcong* is simply the latest in an absurdly long line of historically-based shooters, it's got a fight on its hands to be recognised amongst the massive morass of military games – but sadly it's not distinctive enough to stand out from the crowd.

It looks particularly drab, for a start, betraying its PC origins, and the

way it plays isn't too hot either, featuring familiar shootouts, stumbling, bumbling bad guys and computer-controlled teammates – you've seen it all before. Up against the atmospheric *Men of Valor* the nasty-but-fun *Shellshock 'Nam '67* or even the otherwise underwhelming *Conflict: Vietnam*, this doesn't fare well, even with some modest Xbox Live support and an evocative soundtrack that sports some ace '60s music. A shame.



It's based on an ageing PC game but there are two Xbox-specific levels.



You'll often find yourself creeping slowly through foliage so you don't get shot.



There's a cracking intro sequence that uses newsreel footage from the '60s, but sadly the rest of the game can't live up to it. It can be good fun but nothing special.

Judgement

GRAPHICS Drab, awkward but functional – it's certainly not the best-looking game around.

GAMEPLAY Seen-it-all-before shooting that's been done better elsewhere many times over.

LIFESPAN Middling, with 19 missions and Xbox Live action for those with broadband.

A sadly generic shooter that's got too much competition on Xbox. It can be fun but there are better games to spend your cash on.

Overall

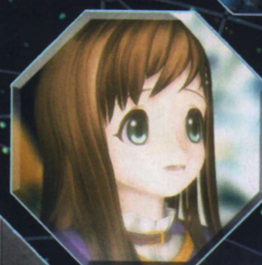
59%

LIGHT TRAVELS AT A SPEED OF 299.792.458 METRES PER SECOND.

YOU AREN'T QUITE THAT FAST.

IT'S A BIG UNIVERSE. BETTER GET STARTED.

THE YEAR IS SO 772.
FAYT'S VACATION ON
THE PEACEFUL WORLD
OF HYDA IS SHATTERED
WHEN AN UNKNOWN
MILITARY FORCE
ATTACKS.



SEPARATED FROM ALL HE
KNOWS AND LOVES,
FAYT MUST BRAVE THE
GALAXY TO RECOVER
ALL THAT HE HAS LOST.



"A MINIMUM OF 60 GAMEPLAY HOURS,
AND IT IS TO DATE THE FINEST
RPG TO BE RELEASED ON THE
PLAYSTATION 2 CONSOLE."

92% - RPGFAN.COM

www.staroccean-europe.com

A MASSIVE ADVENTURE SPANNING 2 DVD's

STAR OCEAN

Till the End of Time™



 PlayStation 2

SQUARE ENIX™


UBISOFT™

OUT: NOW

FORMAT: PS2
PRICE: £40DEVELOPER:
PUBLISHER:KOEI
KOEISPECIAL FEATURES:
OTHER FORMATS:NONE
NONECALL: 01462 476130
PLAYERS: 1-2

Still not fed up with *Dynasty Warriors* games? Then fill your boots with yet more feudal fightiness...

Dynasty Warriors 4: Empires

Rule The World

Dynasty Warriors 4: Empires is all about taking territory, as well as fighting hundreds of soldiers and chopping them into tiny bits.

Your characters will make suggestions on what you should do next. Some are more sensible than others.



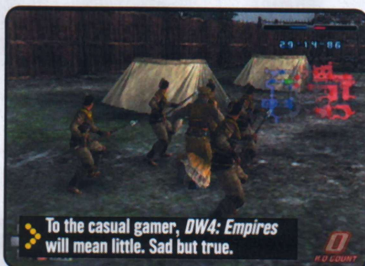
Making the right decision is crucial – as is your performance on the battlefield. It's tactically tricky, all right!



Unbelievably, this is the second spin-off from *Dynasty Warriors 4*. Money for old rope, right?

For many of us it may well be. *Dynasty Warriors* diehards, however, will thrill at the additions here, the most notable of which is a smidgeon more strategy and tactics.

The Empire mode allows you to choose commanders, and act on their recommendations, thus invading



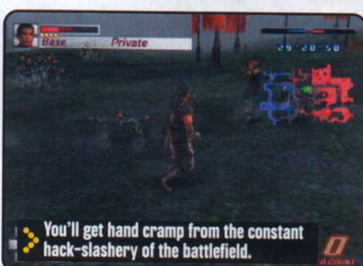
To the casual gamer, *DW4: Empires* will mean little. Sad but true.



Dynasty Warriors is jolly big in Japan, hence the huge number of sequels.

neighbouring kingdoms, making alliances and so on. It's a neat bit of strategy that enlivens the otherwise relentless sword-slicery of the battlefield action nicely enough.

Thing is, this is looking distinctly old hat now. And with brilliant new contenders like *Kingdom Under Fire* around, that's just not good enough. Time for a change, eh? We certainly think so.



You'll get hand cramp from the constant hack-slashery of the battlefield.

Battlefield Blues



▲ The meat of the game is the same as always – you against hundreds of enemy soldiers. Complete with fog. Still. It's well past its best nowadays...

Judgement

GRAPHICS Nice character models but barren battlefields and nasty, nasty fog. Sort it out!

GAMEPLAY The same as always, but now it's a little bit more strategic. But only a little, mind.

LIFESPAN It'll last you aaaages, but unless you're a fanatic you'll be bored to tears swiftly.

Accomplished and not without merit, but this is still a dead horse that just keeps being flogged and flogged and flogged.

Overall

58%

OUT: NOW

FORMAT: PS2
PRICE: £40DEVELOPER:
PUBLISHER:NAMCO
SONYSPECIAL FEATURES:
OTHER FORMATS:NONE
NONECALL: 020 7859 5000
PLAYERS: 1

Mind Crisis

Imagine for a moment that you have never seen *Time Crisis*, *House Of The Dead* or *Operation Wolf*. Or that, if you have, your brain has been wiped using a mixture of TCP and strobe lights. Here's how *Crisis Zone* works then: you have a gun. Men appear. They don't like you and you don't like them. You shoot them. Repeat until death. (Yours or theirs.)



▲ Hiding behind this shield you are safe, but the screen only scrolls when everyone is dead.



▲ But if you stand up you might get shot! Oh, the dilemma! Best kill everyone in the room, then.

Have you got an appetite for destruction or a taste for the mundane...?

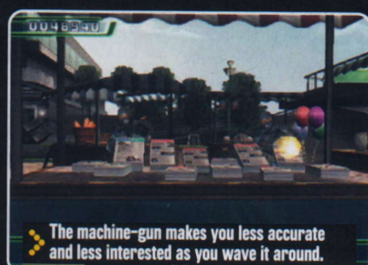
Crisis Zone



The great Ferris Bueller once said: "Life moves pretty fast. If you don't stop and look around once in a while, you could miss it."

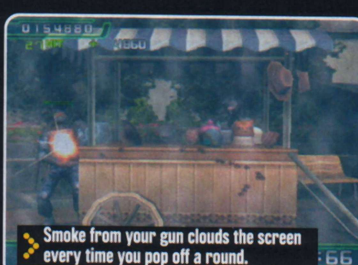
Well, the Ferrari-pilfering waster Ferris could take a decade of days off and still be in no danger at all of missing a trick with *Crisis Zone*. Glaciers change more swiftly – glaciers being pulled along by snails. Lazy snails. Who keep stopping for mini mugs of tea.

You play a solo cop cowering behind a steel shield and mounted on



The machine-gun makes you less accurate and less interested as you wave it around.

a conveyor belt that drags you through a maelstrom of lead, and when you feel brave enough you can pop up to unleash *G-Con 2* justice on a variety of robo-terrorists. The only tweak in this aged arcade update is that as your bullets shred the scenery, shrapnel flies. Oh, and you pack a MP5 instead of a pistol, which actually takes some of the fun out of the game. Which, considering the original game landed in 1986, hardly counts as progress. A good stress reliever for a minute – after that, it's one for *Crisis* cultists only.



Smoke from your gun clouds the screen every time you pop off a round.



▲ Complete the short but horribly hard main game and you can do it all over again with the shotgun and pistol options. Great!

Judgement

GRAPHICS Its slick shooting will hardly punish your eyeballs but it isn't a treat either.

GAMEPLAY Shoot, duck, shoot, duck. The whole episode drags on with eerie predictability.

LIFESPAN It certainly isn't easy but ten minutes in you've seen it all it has to offer.

A well made, well turned-out shooter that's frantic and frazzled but at the same time too old, too tired and too uninspired.

Overall

57%

TXT UK

0906 517 7600
For the hottest
Tones, Games &
Graphix!

Ringtones

To order by phone call:

0906 517 7600

To order a standard ringtone by text send:
MASTER + CODE to 88066
To order a polyphonic ringtone by text send:
MASTER + CODE + POLY to 88066

Irish users can call 1580 718 638 or text their order to 57767 instead of 88066

BESTSELLERS All Ringtones are available in Monophonic and Polyphonic formats

- | | |
|-----------------------------------|--------------------------------------|
| 7775 The Streets Dry Your Eyes | 8098 XTM Fly on the Wings of Love |
| 6663 Eamon Don't Want You Back | 4364 Cassidy F.R. Kelly Hotel |
| 9468 3 Of A Kind Baby Cakes | 8400 Ultrabeat Pretty Green Eyes |
| 8809 Busted Thunderbirds Are Go | 9119 Britney Spears Toxic |
| 5956 Usher Burn | 9469 Natasha Bedingfield These Words |
| 7165 50 Cent In Da Club | 7687 Avril Lavigne My Happy Ending |
| 6789 Britney Spears Everywhere | 5872 Scooter The Logical Song |
| 4443 Frankie F.U. You Right Back | 9255 Nina Sky Move Ya Body |
| 9563 Mario Winans I Don't Wanna | 8808 Shapeshifters Lolas Theme |
| 6603 Anastacia Left Outside Alone | 6454 Christina Aguilera Dirty |
| 6718 D12 My Band | 1400 Kells Trick Me |
| 9006 DJ Casper Cha Cha Slide | 6481 Eminem Lose Yourself |
| 9109 D-12 How Come | 4437 Mcfly 5 Colours in Her Hair |
| 5533 Maroon 5 This Love | 8565 Black Eyed Peas Where Is The.. |
| 4253 Mcfly Obviously | 8587 P.I.M.P. 50 Cent |
| 4435 Usher Yeah | 9408 Peter Andre Mysterious Girl |
| 7874 Rachel Stevens Some Girls | 0397 Michael Jackson Billie Jean |
| 6379 Outkast Hey Ya | 7497 Black Eyed Peas Shut Up |
| 9924 Outkast Roses | 8370 The Darkness A Thing Called.. |

CHART HITS AND PRE RELEASE

- | | |
|--------------------------------------|---------------------------------------|
| 8835 50 Cent Many Men | 2302 Girls Aloud Love Machine |
| 1957 Fifth Avenue Spanish Eyes | 1630 Houston ft. Chingy I Like That |
| 1206 Abba Dancing Queen | 8711 Jamelia Superstar |
| 8748 And We Are | 7105 Jamelia See It In A Boys Eyes |
| 9471 Anastacia Sick and Tired | 1722 Jo Jo Leave |
| 2464 Angel City Do You Know | 1186 Kanye West Jesus Walks |
| 2636 Ashlee Simpson Pieces of Me | 8093 Kells Milkshake |
| 6505 Avril Lavigne Sk8ter Boi | 6377 Kevin Lyttle Turn Me On |
| 8189 Beyonce Knowles Crazy In Love | 1187 Lil Cool J Headprync |
| 2637 Big Brovaz Yours Fatally | 8889 LMC Vs U2 Take Me To The.. |
| 9120 Black Eyed Peas Hey Mama | 9733 Maroon 5 Never Really Was |
| 9152 Blink 182 Miss You | 1178 Maroon 5 She Will Be Loved |
| 2639 Bowling for Soup 1985 | 2304 Mcfly That Girl |
| 1959 Brian McFadden Real to Me | 2318 Moloko Time Is Now |
| 2319 Britney Spears Outrageous | 1425 Mousse T. Is It Cause I'm Cool |
| 8954 Busted All Hostess | 1432 N*E*R*D She Wants to Move |
| 1974 Cassidy ft. Mos Def No Beaters | 1421 Natasha Bedingfield Single |
| 6666 Christina Milian Dip It Low | 1691 Nelly My Place |
| 1732 Christina Milian Whavever You.. | 1968 Peter Andre Love You The Right.. |
| 1962 Darren Hayes Popular | 9222 Pop Can't Say Goodbye |
| 0754 Darude Sandstorm | 9925 R Kelly Happy People |
| 8568 Dido White Flag | 1691 The Black Eyed Peas Lets Get.. |
| 2301 Dizzee Rascal Stand Up Tall | 9931 The Rasmus Guilty |
| 7582 Eamon I Love Them Hoers | 6785 The Streets Fit But You Know It |
| 1965 Eric Prydz Call on Me | 1177 Twista Sunshine |
| 9249 Estelle 1980 | 1179 Ultrabeat Better Than Life |
| 2640 Fatboy Slim Sash! Dat Com | 1429 V Can You Feel It? |
| 7062 Girls Aloud The Show | |

HIP HOP & RNB

- | | |
|--------------------------------------|-----------------------------------|
| 7137 50 Cent 21 Questions | 8888 Basement Jaxx Good Luck |
| 9121 Black Eyed Peas Anxiety | 1243 DJ Otzi Hey Baby |
| 7878 Dr Dre Still Dre | 019 DJ Quiksilver Belissima |
| 7877 Dr Dre Next Episode | 7874 DJ Sammy Heaven |
| 0175 Eminem Love Them Hoers | 0421 Foellies Insomnia |
| 5633 Eminem Marshall Mathers | 7012 Foellies Moss Destruction |
| 4250 J Kwon Flys | 0339 Fragma Tocas Miracle |
| 8140 Ja Rule Clap Back | 7059 Junior Senior Move Your Feet |
| 6465 Jennifer Lopez Jenny from the.. | 0208 Robert Miles Children |
| 1433 Joe ft. GUN! Ride Wit U | 0218 Sash Equador |
| 7764 Justin Timberlake Rock Your.. | 5872 Scooter The Logical Song |
| 7947 R Kelly Ignition Remix | 7860 Tomcraft Brainwashed |

ROCK

- | | |
|--------------------------------------|------------------------------------|
| 8837 80s Matchbox Mr Mental | 9283 Jet Look What You've Done |
| 5519 Ash Orpheus | 7999 Jet Are you Gonna Be My girl |
| 7687 Avril Lavigne My Happy Ending | 1082 Keane Everything is Changing |
| 4357 Avril Lavigne Don't Tell Me | 2367 Libertines Can't Stand Me Now |
| 7016 Belk1 Eve The Apple of My Eye | 5533 Maroon 5 This Love |
| 7470 Blink 182 Feeling This | 8894 Snow Patrol Run |
| 4334 Blink 182 Down | 5526 Snow Patrol Chocolate |
| 1444 Buck 65 4-6-3 | 6828 The Charlatans Up At The Lake |
| 9278 Darkness Love Is Only A Feeling | 9915 The Killers Mr Brightside |
| 9150 Fountains Of Wayne Slacys Mom | 9931 The Rasmus Guilty |
| 1530 Fountains Of Wayne Mexican.. | 6668 The Rasmus In The Shadows |
| 1344 Franz Ferdinand Malinee | 9937 The Sills Still In Love Song |

CLASSICS

- | | |
|------------------------------------|----------------------------------|
| 8800 AC/DC You Shook Me | 0819 TV & Film Matrix |
| 8791 Beastie Boys You Gotta Fight | 0029 TV & Film Beverly Hills Cop |
| 8807 Blur Song 2 | 5150 TV & Film Phoenix Nights |
| 8716 Bruce Springsteen Born To Run | 8559 TV & Film Kill Bill |
| 8789 Def Leopard Pour Some Sugar.. | 8561 TV & Film Lord Of The Rings |
| 7181 Electric Six Gey Bore | 1486 TV & Film Knight Rider |
| 1275 Guns N' Roses Sweet Child.. | 8488 TV & Film Star Wars |
| 8432 Happy Mondays 24 Hour Party.. | 0076 TV & Film The Muppets |
| 0098 Bob Marley Get Up Stand Up | 1483 TV & Film James Bond |
| 0598 Aerosmith Run Dmc Walk This.. | 0091 TV & Film The Simpsons |

SFX ALERTS

Get strange and hilarious sounds as your text alert!

- | | | |
|----------------------|---------------------|------------------|
| 2478 Wolf Whistle | 2529 Electric Drill | 2507 Alien Talk |
| 2490 Sci Fi Weapon | 2532 Evil Laugh | 2518 Creepy Door |
| 2494 Machine Gun | 2550 Motor bikes | 2497 Crowd |
| 2498 Laser | 2483 Thunder | 2526 Dial Tone |
| 2505 Toilet Flushing | 2485 Car Horn | 2537 Godzilla |

To order text: **MASTER + CODE to 88066**

COLOUR BACKGROUNDS

Update your mobile as often as you like! Get 5 Colour Backgrounds per week for just £3! Text: **MASTER COLOUR to 88066**
Text STOP COLOUR to Unsubscribe



Why spoil your fab new colour background with an ugly operator logo? Order our SEETHROUGH operator logo and it will get rid of your O2, Vodafone or T-Mobile logo! Nokia phones only. Cost only £1.50! Just text **MASTER 8315 to 88066**, Nokia Only.

VOICE TONES

Get the real celeb voice as your tone or text alert!

- | | |
|-------------------------|-----------------------|
| 1151 Alan Partridge | 1146 Jordan |
| 1102 Ali G | 1143 Kat Slater (Bo) |
| 1106 Avid Merrion (Bo) | 1148 Lilly Savage |
| 1105 Basil Fawlty | 1088 Lou and Andy |
| 1095 David Brent | 1069 Mel b (Bo) |
| 1152 Davina McCall (Bo) | 1067 Michael Jackson |
| 1096 Del Boy | 1159 Ozzy Osbourne |
| 1155 Dirty Den | 1147 Richard and Judy |
| 1150 Gollum (Bo) | 1164 Simon Cowell |
| 1158 Gordon Ramsey | 1071 The Bear (Bo) |

To order text: **MASTER + CODE to 88066**

Compatible phones: Nokia: N-Gage, 3450, 3460, 4230, 4400, 4620, 4820, 7200, 7400, 7450, 7460, 7470, 7480, 7490, 7500, 7510, 7520, 7530, 7540, 7550, 7560, 7570, 7580, 7590, 7600, 7610, 7620, 7630, 7640, 7650, 7660, 7670, 7680, 7690, 7700, 7710, 7720, 7730, 7740, 7750, 7760, 7770, 7780, 7790, 7800, 7810, 7820, 7830, 7840, 7850, 7860, 7870, 7880, 7890, 7900, 7910, 7920, 7930, 7940, 7950, 7960, 7970, 7980, 7990, 8000, 8010, 8020, 8030, 8040, 8050, 8060, 8070, 8080, 8090, 8100, 8110, 8120, 8130, 8140, 8150, 8160, 8170, 8180, 8190, 8200, 8210, 8220, 8230, 8240, 8250, 8260, 8270, 8280, 8290, 8300, 8310, 8320, 8330, 8340, 8350, 8360, 8370, 8380, 8390, 8400, 8410, 8420, 8430, 8440, 8450, 8460, 8470, 8480, 8490, 8500, 8510, 8520, 8530, 8540, 8550, 8560, 8570, 8580, 8590, 8600, 8610, 8620, 8630, 8640, 8650, 8660, 8670, 8680, 8690, 8700, 8710, 8720, 8730, 8740, 8750, 8760, 8770, 8780, 8790, 8800, 8810, 8820, 8830, 8840, 8850, 8860, 8870, 8880, 8890, 8900, 8910, 8920, 8930, 8940, 8950, 8960, 8970, 8980, 8990, 9000, 9010, 9020, 9030, 9040, 9050, 9060, 9070, 9080, 9090, 9100, 9110, 9120, 9130, 9140, 9150, 9160, 9170, 9180, 9190, 9200, 9210, 9220, 9230, 9240, 9250, 9260, 9270, 9280, 9290, 9300, 9310, 9320, 9330, 9340, 9350, 9360, 9370, 9380, 9390, 9400, 9410, 9420, 9430, 9440, 9450, 9460, 9470, 9480, 9490, 9500, 9510, 9520, 9530, 9540, 9550, 9560, 9570, 9580, 9590, 9600, 9610, 9620, 9630, 9640, 9650, 9660, 9670, 9680, 9690, 9700, 9710, 9720, 9730, 9740, 9750, 9760, 9770, 9780, 9790, 9800, 9810, 9820, 9830, 9840, 9850, 9860, 9870, 9880, 9890, 9900, 9910, 9920, 9930, 9940, 9950, 9960, 9970, 9980, 9990, 0000, 0010, 0020, 0030, 0040, 0050, 0060, 0070, 0080, 0090, 0100, 0110, 0120, 0130, 0140, 0150, 0160, 0170, 0180, 0190, 0200, 0210, 0220, 0230, 0240, 0250, 0260, 0270, 0280, 0290, 0300, 0310, 0320, 0330, 0340, 0350, 0360, 0370, 0380, 0390, 0400, 0410, 0420, 0430, 0440, 0450, 0460, 0470, 0480, 0490, 0500, 0510, 0520, 0530, 0540, 0550, 0560, 0570, 0580, 0590, 0600, 0610, 0620, 0630, 0640, 0650, 0660, 0670, 0680, 0690, 0700, 0710, 0720, 0730, 0740, 0750, 0760, 0770, 0780, 0790, 0800, 0810, 0820, 0830, 0840, 0850, 0860, 0870, 0880, 0890, 0900, 0910, 0920, 0930, 0940, 0950, 0960, 0970, 0980, 0990, 1000, 1010, 1020, 1030, 1040, 1050, 1060, 1070, 1080, 1090, 1100, 1110, 1120, 1130, 1140, 1150, 1160, 1170, 1180, 1190, 1200, 1210, 1220, 1230, 1240, 1250, 1260, 1270, 1280, 1290, 1300, 1310, 1320, 1330, 1340, 1350, 1360, 1370, 1380, 1390, 1400, 1410, 1420, 1430, 1440, 1450, 1460, 1470, 1480, 1490, 1500, 1510, 1520, 1530, 1540, 1550, 1560, 1570, 1580, 1590, 1600, 1610, 1620, 1630, 1640, 1650, 1660, 1670, 1680, 1690, 1700, 1710, 1720, 1730, 1740, 1750, 1760, 1770, 1780, 1790, 1800, 1810, 1820, 1830, 1840, 1850, 1860, 1870, 1880, 1890, 1900, 1910, 1920, 1930, 1940, 1950, 1960, 1970, 1980, 1990, 2000, 2010, 2020, 2030, 2040, 2050, 2060, 2070, 2080, 2090, 2100, 2110, 2120, 2130, 2140, 2150, 2160, 2170, 2180, 2190, 2200, 2210, 2220, 2230, 2240, 2250, 2260, 2270, 2280, 2290, 2300, 2310, 2320, 2330, 2340, 2350, 2360, 2370, 2380, 2390, 2400, 2410, 2420, 2430, 2440, 2450, 2460, 2470, 2480, 2490, 2500, 2510, 2520, 2530, 2540, 2550, 2560, 2570, 2580, 2590, 2600, 2610, 2620, 2630, 2640, 2650, 2660, 2670, 2680, 2690, 2700, 2710, 2720, 2730, 2740, 2750, 2760, 2770, 2780, 2790, 2800, 2810, 2820, 2830, 2840, 2850, 2860, 2870, 2880, 2890, 2900, 2910, 2920, 2930, 2940, 2950, 2960, 2970, 2980, 2990, 3000, 3010, 3020, 3030, 3040, 3050, 3060, 3070, 3080, 3090, 3100, 3110, 3120, 3130, 3140, 3150, 3160, 3170, 3180, 3190, 3200, 3210, 3220, 3230, 3240, 3250, 3260, 3270, 3280, 3290, 3300, 3310, 3320, 3330, 3340, 3350, 3360, 3370, 3380, 3390, 3400, 3410, 3420, 3430, 3440, 3450, 3460, 3470, 3480, 3490, 3500, 3510, 3520, 3530, 3540, 3550, 3560, 3570, 3580, 3590, 3600, 3610, 3620, 3630, 3640, 3650, 3660, 3670, 3680, 3690, 3700, 3710, 3720, 3730, 3740, 3750, 3760, 3770, 3780, 3790, 3800, 3810, 3820, 3830, 3840, 3850, 3860, 3870, 3880, 3890, 3900, 3910, 3920, 3930, 3940, 3950, 3960, 3970, 3980, 3990, 4000, 4010, 4020, 4030, 4040, 4050, 4060, 4070, 4080, 4090, 4100, 4110, 4120, 4130, 4140, 4150, 4160, 4170, 4180, 4190, 4200, 4210, 4220, 4230, 4240, 4250, 4260, 4270, 4280, 4290, 4300, 4310, 4320, 4330, 4340, 4350, 4360, 4370, 4380, 4390, 4400, 4410, 4420, 4430, 4440, 4450, 4460, 4470, 4480, 4490, 4500, 4510, 4520, 4530, 4540, 4550, 4560, 4570, 4580, 4590, 4600, 4610, 4620, 4630, 4640, 4650, 4660, 4670, 4680, 4690, 4700, 4710, 4720, 4730, 4740, 4750, 4760, 4770, 4780, 4790, 4800, 4810, 4820, 4830, 4840, 4850, 4860, 4870, 4880, 4890, 4900, 4910, 4920, 4930, 4940, 4950, 4960, 4970, 4980, 4990, 5000, 5010, 5020, 5030, 5040, 5050, 5060, 5070, 5080, 5090, 5100, 5110, 5120, 5130, 5140, 5150, 5160, 5170, 5180, 5190, 5200, 5210, 5220, 5230, 5240, 5250, 5260, 5270, 5280, 5290, 5300, 5310, 5320, 5330, 5340, 5350, 5360, 5370, 5380, 5390, 5400, 5410, 5420, 5430, 5440, 5450, 5460, 5470, 5480, 5490, 5500, 5510, 5520, 5530, 5540, 5550, 5560, 5570, 5580, 5590, 5600, 5610, 5620, 5630, 5640, 5650, 5660, 5670, 5680, 5690, 5700, 5710, 5720, 5730, 5740, 5750, 5760, 5770, 5780, 5790, 5800, 5810, 5820, 5830, 5840, 5850, 5860, 5870, 5880, 5890, 5900, 5910, 5920, 5930, 5940, 5950, 5960, 5970, 5980, 5990, 6000, 6010, 6020, 6030, 6040, 6050, 6060, 6070, 6080, 6090, 6100, 6110, 6120, 6130, 6140, 6150, 6160, 6170, 6180, 6190, 6200, 6210, 6220, 6230, 6240, 6250, 6260, 6270, 6280, 6290, 6300, 6310, 6320, 6330, 6340, 6350, 6360, 6370, 6380, 6390, 6400, 6410, 6420, 6430, 6440, 6450, 6460, 6470, 6480, 6490, 6500, 6510, 6520, 6530, 6540, 6550, 6560, 6570, 6580, 6590, 6600, 6610, 6620, 6630, 6640, 6650, 6660, 6670, 6680, 6690, 6700, 6710, 6720, 6730, 6740, 6750, 6760, 6770, 6780, 6790, 6800, 6810, 6820, 6830, 6840, 6850, 6860, 6870, 6880, 6890, 6900, 6910, 6920, 6930, 6940, 6950, 6960, 6970, 6980, 6990, 7000, 7010, 7020, 7030, 7040, 7050, 7060, 7070, 7080, 7090, 7100, 7110, 7120, 7130, 7140, 7150, 7160, 7170, 7180, 7190, 7200, 7210, 7220, 7230, 7240, 7250, 7260, 7270, 7280, 7290, 7300, 7310, 7320, 7330, 7340, 7350, 7360, 7370, 7380, 7390, 7400, 7410, 7420, 7430, 7440, 7450, 7460, 7470, 7480, 7490, 7500, 7510, 7520, 7530, 7540, 7550, 7560, 7570, 7580, 75

Arcade type racing is now an affordable reality

Speedseat

So you want to race?

Comfort for all users, all ages, all sizes

Fully adjustable driving position

Folded for storage in less than 10 seconds

Enhanced gaming experience

No Problem!

From £99.99

only available at

www.Speedseat.co.uk

WWW.RGCTONES.CO.UK

Retro and Games Console Ringtones

NINTENDO DS HALO 2 XBOX

Nintendo DS Nokia Logo - 302421 Halo 2 Nokia Logo - 302418 X-Box Nokia Logo - 302411

Doom III Wallpaper - 2485 Halo 2 Wallpaper - 2486 DOA:XBV Hitomi - 2487

Visit us online at www.rgctones.co.uk and see our selection of polyphonic ringtones, colour wallpapers and operator logos! From Animal Crossing to Zelda, we have it all!

Order by SMS by texting : Ringtones Mono Poly

RGC OrderCode to 81150 Super Mario World Theme 110224 13153

For example, to order Halo Polyphonic : Final Fantasy X Piano Theme 110221 13150

Halo Theme 110222 13151

Silent Hill 2 "Lauras Theme" 110223 13152

And many more...

Send To : 81150

Orders through text cost £4.50 for a polyphonic ringtone or colour wallpaper or £3 for an operator logo or monophonic ringtone

16+

NEVER THE SAME WINDUP TWICE

Revolutionary voice recognition technology! Jokes that talk back to you - just like a real conversation

HILARIOUS WIND UPS 3

1. Sex Survey - How randy are they?
2. My Daughter's Pregnant - and you're the father
3. Internet Porn - They've been caught surfing hardcore!
4. STD Clinic - they've caught a dose!
5. It's the Inland Revenue - we'd like a word, please!
6. Drugs Survey - do they know more than they should?
7. Model Idol - they're selected for the first round!
8. Win a Million on TV - they're the guaranteed winner!
9. Shock US Radio Show - and they're live on air!
10. Sewage Plant - we're building one next door.

+ MANY MORE

Still only £1/min

Call 0905 105 0490

We are: PSL, PO Box 1463, Bristol, BS99 3PA www.hilariouswindups.co.uk Bill payer's permission needed

Universal UK/US/JP

Xbox £150

Universal PSX2 £175

VGA Adapter - Play consoles on PC Monitor £49.99

PlayStation to Xbox joypad adapter £12.99

Slide tool & Swap magic play DVD/CD on PSX2 £29.99

GBA to PC USB Flash Linker 255M cart £69.99

GBA Movie Player - Supports Windows media player etc. £29.99

Credit Card Tel: 01437 766321

www.VideoGameCompany.com

100s of products online!!

bouncerbegone!

.com

THE BEST LEGAL NOVELTY ID'S AVAILABLE IN THE UK FOR THE LOWEST PRICES!

OVER 20 UNIQUE DESIGNS

OUR CARDS ARE 100% EFFECTIVE!

DON'T ACCEPT THE UNREALISTIC CARDS OF OTHER COMPANIES. CHOOSE US! OUR CARDS WORK!

STUDENT EMPLOYMENT AND OTHER ID CARDS

PRINTED ON PVC LIKE DRIVING LICENCES!

YOUR CHOICE OF PHOTO AND INFO IS PRINTED

YOU CAN EVEN DESIGN YOUR OWN CARDS!

FAST DISCRETE DELIVERY IS FREE!

WWW.BOUNCERBEGONE.COM

FEATURING HOLOGRAMS, MAGNETIC STRIPS AND DATA CHIPS!

ALL IDs £10 INC. P&P!

SAME DAY DELIVERY!

IF YOU PAY BY CREDIT/DEBIT CARD AND ORDER BY 12 NOON YOUR ID WILL BE DISPATCHED THAT SAME DAY!

DON'T MISS THIS!

NGC ON SALE NOW!

INDEPENDENT NINTENDO GAMING

Stuffed with meaty Nintendo goodness

- The most in-depth guide to Paper Mario 2
- The most entertaining videogame features ever
- The most respected Nintendo reviews there are
- The most revealing playtests you'll see
- PLUS! Build your own Paper Mario 2 battle set!

FREE! PAPER MARIO 3D BATTLE SET

TURN OVER

NINTENDO GAMECUBE • GBA • DS

NGC

INDEPENDENT NINTENDO GAMING

Still No.1 for Nintendo DS in 60+ new games! Our verdict on the new look

PAPER MARIO 2

The graphics! The moves! The steamy Peach shower scene!

SEE THIS YEAR'S BIGGEST MARIO GAME IN UNRIVALED DETAIL!

PLUS! BUILD YOUR VERY OWN PAPER MARIO BATTLE STAGE...



Fed up of sitting still for passive entertainment? Get your GBA fired up for the game of the film. And the cartoon. And the, er, doll...

DEVELOPER/PUBLISHER: VIVENDI PLAYERS: 1-2

Barbie: The Princess and the Pauper

We weren't expecting this latest Barbie game to be any sort of violent, action-packed affair, but we were quite taken aback by the feebleness of the arsenal packed by our two leading ladies.

Princess Anneliese carries a pink shield, which would be fine except that she uses it more like an umbrella to float Mary Poppins-like and keep evil health-depleting water off her hair. Ericka merely has her voice for a weapon. Horrendously flat notes float out of her gob, sending killer squirrels and



Serafina can stand on Anneliese's shield to reach higher objects.



Wolfie can dig, but can't climb a tree. Strange but convenient.

No action, but pleasing puzzles for kids

60%

DEVELOPER/PUBLISHER: VIVENDI PLAYERS: 1

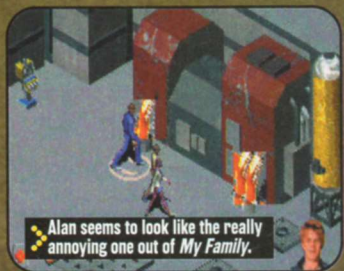
Thunderbirds

Have you always dreamed of being able to explore Tracy Island and pilot the entire Thunderbird fleet? Us neither. But this film spin-off adventure aims to make you feel differently.

Playing as the film's three teenage heroes, you solve puzzles of the crate-shoving, lever-tugging variety and alternately side-scroll your way across land, sea and space, making the universe a happier place. The puzzles involve using each character's special ability – geeky Fermat might need to hack a computer to unlock a doorway so that smug Tin Tin can use her telekinesis on a lever. Heroically-named Alan is the one who gets to shove all the crates. Some puzzles do need a bit of thought, but they're all pretty similar, and you have to do an awful lot of zig-zagging through grey isometric tunnels before you reach each short and simple flying section, which has you putting out fires and rescuing escape-pods like a good little American space-kid. It's sweet and wholesome, but since when did being nice get you anywhere?



The isometric view can make it hard to tell how high up you are.



Alan seems to look like the really annoying one out of My Family.

Fiddly, Average and Boring.

64%

DEVELOPER: BANDAI PUBLISHER: ATARI PLAYERS: 1-2

DragonBall Z: SuperSonic Warriors

Now this is more like it. The last DragonBall Z game on the GBA – *Legacy of Goku* – may have sold like the proverbial hot cakes (it apparently accounted for 18.5% of all GBA carts sold in the US when it was released in May, fact-fans), but it stank like a kipper that had slipped down the back of the radiator some time in the 1890s.

It was a scrappy little beat-'em-up where DragonBall's signature air-battles were relegated to rubbish button-mashing bundles. But *Supersonic Warriors* gets it right. You're flying all the time – shrinking as you get further away from your opponent – and the result is some quite devastatingly dramatic mid-air fisticuffs, complete with fireballs, brutal multi-hit combos and all that jazz.

It's really very well done and genuinely exciting. While it doesn't have the depth of beat-'em-ups on bigger consoles, it's excellent for a quick bash and excels over the two player link-up option. A real surprise.



Fighting with that kind of hairstyle is completely impractical. We've tried it.



Fights are dynamic and exciting, even if there's not as much depth as we'd like.

Good hyper-fast fightin' fun.

80%

DEVELOPER/PUBLISHER: UBISOFT PLAYERS: 1-2

Star Wars Trilogy: Apprentice of the Force

Forget all that *Phantom Menace* stuff – this game is based on the *other* trilogy, which, by a strange and unaccountable coincidence, is about to be released in a super-duper DVD boxed set.

Sadly, though, we don't think the same beardy 30-year-olds are going to be rushing to get their hands on *Apprentice of the Force*, which is a pretty simple run-and-shoot scrolling blaster with the game levels crowbarred in between long chunks of text explaining the plot of the films – as if anyone likely to have a punt on this would need to be reminded.

The 19 single-player missions let you take Luke Skywalker from Tatooine teenager to genuine Jedi, and the action is slick enough, although the level design can be slightly confusing at times. It repays a little thought and practice, and there are a couple of multi-player modes, but it's only a must-buy if you really want to read the whole story in two-line sentences. And then press A. Again and again.



Get to see Bobba Fett fall into the Sarlacc Pit – serves him right, too.



He dies at the end, you know. Oh damn – sorry.

A big fan must you be, oh yes.

71%

OUT: NOW

FORMAT: PS2
PRICE: £40DEVELOPER: SPIRAL
PUBLISHER: EMPIRE

It's like *Ghostbusters*, but the other way around. Sort of. No Dan Aykroyd, though.

Ghost Master: The Gravenville Chronicles

Be the ghostest with the mostest in this spectral strategy spookfest...

It's a great concept. *Ghost Master* can be – and has been, possibly close to a million times – called ‘*The Sims* with ghosts’.

It's a lazy and overused soundbite but it works because it's true; the aim of the game is to scare the wits out of your little computer people with a number of ghosts. It's that simple.

Originally released on the PC last year, this PS2 version – along with an Xbox port too – aims to thrill and chill console gamers with the same blend of resource management, strategy and things that go bump in the night. As such, this suffers from the same strengths and weaknesses.

On the upside, it remains an enticing prospect, a shiversomely intriguing twist on the *Sims* template with a number of top-hole gameplay mechanics, not least being the five different types of ghost, all of which haunt in different ways with specific abilities tied to certain locations. Chase ghosts, for example, use shock tactics

to make mortals scurper, while Attract ghosts can be used to entice them wherever you like.

DRESS TO CHILL

For all this good work, though, the game can get tedious simply due to the long process of wearing down mortal resistance, and the presence of ghost-resisting witches soon becomes tiresome. Nevertheless, the console version of the game remains good, unclean fun, even if it's fun that palls too quickly, and it comes complete with a redesigned interface to make spooking easier. Nice.

Judgement

GRAPHICS Like *The Sims*, but – wait for it – with ghosts. Plain textures and detail but good animation.

GAMEPLAY The scaring of mortals is a great concept that soon gets diluted through overuse.

LIFESPAN Stick with it and you'll get a good-sized game, but for us the fun wore off too quickly.

A brilliant concept allied to some well-executed gameplay, *Ghost Master* nevertheless doesn't have the legs to last.

Overall

68%

Some spooks need ‘unlocking’ by getting mortals to discover them. The fools!

REVIEWER: Jes Bickham

PREVIOUSLY IN Games Master

Missed a copy of *GM* and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for your at-a-glance perusal! Inside the *GM* records bunker we pump our tilly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony blast doors and retrieve the lot just for you!

HITS

PITS

THE ONES WE THINK ARE TOP OVER 90%

THE ONES THAT SHOULD BE SHOT UNDER 50%

REVIEWER



Jon Hicks



OUT: NOW

FORMAT: PC
PRICE: £35DEVELOPER: ELIXIR
PUBLISHER: VIVENDI UNIVERSAL

Polish your head, grab the fluffy cat and prepare to crush the world...

Evil Genius

Now, this is what global strategy should be about. None of that farming and transport-links nonsense – all you need to succeed in the world is an endless supply of yellow boiler-suited goons, a really big chair to control them from, and the ability to shoot people at random if they aren't loyal enough.

Thus says *Evil Genius*, although you'll soon discover it takes more than a sinister slaphead to make it as a global supervillain.

POWER STATION

Starting out as one of three power-crazed fruitcakes, with only a deserted desert island and a huge pile of cash to your name, you've got to build up a base and send out

Softography

These guys have also made...

Republic: The Revolution.....82%

minions to make your stamp on the world, while fighting back the enemy agents sent to try and stop you.

This proves consistently entertaining by chucking in just about every spy film gag it can think of. It might require knocking up the same barracks, training rooms and research labs that we've all seen before, but you don't notice because you're also setting elaborate fan-powered traps, torturing people in cake mixers and building freezer rooms to hide the body bags in.

There are loads of neat details, from interrogation sessions that feature Michael Jackson songs to the way you can steal precious antiquities

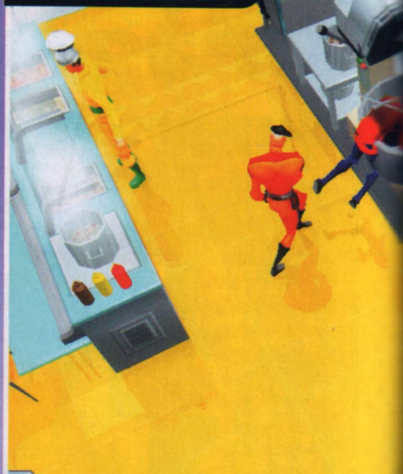
Frickin' Idiots

Your main distraction in the base is keeping track of the spies, burglars and idiot tourists, which can be a pain as minions aren't directly controlled – you've got to flag intruders for death, imprisonment, or psychological confusion before anybody does anything about it.



Kidnapping enemy agents and interrogating them enables you to train up new types of minion.

The Best Bit



Interrogation is always a laugh – innocent items can be pressed into service to help persuade reluctant victims.



BURNING 2: TAKEDOWN	(XB)	94%
DOOM 3	(PC)	90%
ANIMAL CROSSING	(GC)	88%
SECOND SIGHT	(PS2)	86%
CONFLICT: VIETNAM	(PS2)	86%
PSI OPS: MINDGATE CONSPIRACY	(PS2)	84%
NBA: BALLERS	(PS2)	84%
JUICED	(XB)	84%
RESIDENT EVIL: OUTBREAK	(PS2)	82%
GRADIUS 5	(XB)	82%
YU-GI-OH! RESHEF OF DESTRUCTION	(GBA)	80%

HEADHUNTER: REDEMPTION	(PS2)	79%
WWE: DAY OF RECKONING	(GC)	79%
KARAOKE STAGE	(PS2)	79%
CYCLING MANAGER 4	(PC)	78%
KIRBY AND THE AMAZING MIRROR	(GBA)	78%
DJ DECKS AND FX	(PS2)	76%
HAMTARO: HAM HAM GAMES	(GBA)	73%
.HACK/OUTBREAK	(PS2)	71%
DUEL MASTERS: SEMPAI LEGENDS	(GBA)	71%
CRIMSON SEA 2	(PS2)	64%
KIDZ SPORTS: BASKETBALL	(PS2)	21%



SPECIAL FEATURES:
OTHER FORMATS:

NONE
NONE

CALL: (0)1189 209 100
PLAYERS: 1



▲ You'll have to deal with other crime lords – fry the least helpful one to keep the others on their toes.



▲ Steal cash to fund your operation and complete the missions to boost your Infamy.

to hang in the staff room, and the spot-on design and animation makes it a joy to watch.

Bizarrely, the main problem is that it's just too realistic – the forces of good never leave your base alone long enough for you to sit back for some quality maniacal laughter, and that's before you turn back to the world map and discover half your operatives have been wiped out by a pesky James Bond-like super agent.

However, while it's not easy being evil, it is hugely entertaining, and if you can manage to keep on top of everything you'll be plotting away for weeks.

...half your operatives have been **wiped out** by a **pesky James Bond-like** super agent



Traps make short work of some enemies – but you could lose some staff too!



Judgement

GRAPHICS Lovely animations – watch the enemy spies resist being crammed into the cake mixer.

GAMEPLAY Mouse-clicking management is well hidden by the campy spy film jokes.

LIFESPAN It takes a long time to achieve world domination, and the mission choices are non linear.

A bit too busy, but otherwise a brilliant mix of management and madness that'll keep you cackling maniacally til the end.

Overall
85%

And if we've missed anything here's our...

Reviews Round-up

ALPHA BLACK ZERO INTREPID PROTOCOL 40% Futuristic squad-based shooter with some stunningly stupid AI. Features much wandering around barren landscapes and a marked lack of that thing we call 'fun'. FORMAT: PC BY: GMH MEDIA PRICE: £30	DBZ - BUDOKAI 76% Goku and alien battering have finally made it to Players' Choice, making this pseudo 3D fighter a bargain. You won't find many other beat-'em-ups bursting with more energy and character. FORMAT: GC BY: ATARI PRICE: £20
WINGS OF WAR 60% A flight sim cut from the same cloth as <i>Crimson Skies</i> but far more frayed around the edges. Grainy graphics and repetitive missions. It's cheap though, and initially cheerful. FORMAT: XBOM BY: TAKE TWO PRICE: £20	D-DAY 60% More PC strategy action, this time based on the real-life horrors of the Second World War. Only 12 missions and a distinct lack of variety make this dull – <i>Desert Rats Vs. Afrika Corps</i> is better. FORMAT: PC BY: MONTE CRISTO PRICE: £30
STEEL DRAGON EX 33% <i>Steel Dragon</i> isn't amazing, it sucks balls. It's a 2D, upwards scrolling shooter that's horribly simple and as memorable as er... well, that's our point entirely. FORMAT: PS2 BY: MIDAS PRICE: £15	FORMULA CHALLENGE 22% One of the most repellent, remedial, and reprehensible racers ever made. As pleasant to handle as a wasp, with primitive graphics. <i>Formula Challenge</i> more like! Yeah! FORMAT: PS2 BY: MIDAS PRICE: £15
SHERLOCK HOLMES AND THE CASE OF THE SILVER EARRING 60% An old-fashioned point-and-clicker where you play as both Holmes and Watson. It's a little dry but sports some thorough investigating culminating in a... quiz. Sexy, eh? No, not really. But it's not bad. FORMAT: PC BY: DIGITAL JESTERS PRICE: £30	KOHAN II: KINGS OF WAR 73% It's real-time strategy! On the PC! Nevertheless, <i>Kohan</i> is pleasingly good and a cut above your usual fantasy fare, although it's full of the usual clichés. Can't win 'em all. FORMAT: PC BY: TAKE 2 PRICE: £30
SPY FICTION 56% If imitation is the highest form of flattery then <i>Spy Fiction</i> has a mountain of love to give. It's swiped every action idea not nailed down and blended them into a predictable budget title. FORMAT: PS2 BY: SEGA PRICE: £30	FUTURE TACTICS: THE UPRISING 68% Natty little turn-based strategy game that's well worth a punt at the bargain price of £20, but it's spoiled by needless repetition and overly-stupid AI. Better than we were expecting, though. FORMAT: PS2 BY: JOWOOD PRICE: £20
TRANSPORT GIANT 60% This sequel to <i>Industry Giant</i> sees you hauling goods around a virtual land. You start with a horse-and-carriage and move on to trains and such. Not exactly exciting but it's solid enough. FORMAT: PC BY: JOWOOD PRICE: £30	YU-GI-OH! POWER OF CHAOS: JOEY THE PASSION 75% Yu-Gi-Oh! goes 'street'. Well, kinda. Take on Joey in his urban home, complete with funky music! The biggest news is that you can now play two-player over a LAN. FORMAT: PC BY: KONAMI PRICE: £30



FINE EMBLEM	(GBA)	91%
PIKMIN 2	(GC)	90%
CHRONICLES OF RIDDICK	(XB)	84%
RAINBOW SIX 3: BLACK ARROW	(XB)	83%
SOLDIERS: HERODES OF WW2	(XB)	82%
FORMULA ONE 2004	(PS2)	81%
WARIO WARE: MEGA PARTY GAMES	(GC)	80%
MARIO GOLF: ADVANCE TOUR	(GBA)	80%
SUDEKI	(XB)	76%
CRIMSON TEARS	(PS2)	73%
SILENT HILL 4: THE ROOM	(PS2)	72%

WARLORD BATTLECRY 3	(PC)	69%
RAINBOW SIX 3	(GC)	67%
MEGAMAN: ZERO 3	(GBA)	66%
COMBAT ELITE: PARATROOPERS	(PS2)	62%
CHAOS LEAGUE	(PC)	61%
CATWOMAN	(PS2)	56%
ARMY MEN: SARGE'S WAR	(XB)	55%
DEADLY SKIES 3	(PS2)	53%
SPIDER-MAN 2	(GBA)	50%
CRASH & SPYRO FUSION	(GBA)	48%
EX-ZEUS	(PS2)	10%



SPIDER-MAN 2	(XB)	90%
SPLINTER CELL: PT	(PS2)	90%
MARIO VS DONKEY KONG	(GBA)	88%
RICHARD BURNS RALLY	(PS2)	88%
MASHED	(XB)	87%
FULL SPECTRUM WARRIOR	(XB)	85%
SHADOW OPS: RED MERCURY	(XB)	83%
PHANTASY STAR ONLINE 3	(GC)	80%
GROUND CONTROL 2	(PC)	80%
SHELLSHOCK 'NAM 67	(PS2)	78%
DRIVER 3	(XB)	75%

THIEF: DEADLY SHADOWS	(XB)	74%
INDY CAR SERIES 2005	(XB)	71%
HARRY POTTER: AZKABAN	(GBA)	71%
UFC: SUDDEN IMPACT	(PS2)	70%
WORLD CHAMPIONSHIP POOL	(PS2)	68%
SHREK 2	(PS2)	68%
THE X-FILES: RESIST OR SERVE	(PS2)	61%
LEGENDS OF WRESTLING: SHOWDOWN	(PS2)	60%
ATHENS 2004	(PS2)	59%
SAMURAI WARRIORS	(PS2)	44%
SERIOUS SAM ADVANCE	(GBA)	84%



MOBILE MASTER

Still using your mobile to talk to people? Geez – that's so last century! Get with the programme with *GM's* regular look at mobile gaming!

WEREWOLF: THE LEGEND BEGINS

PUBLISHER: COM2US
WEB: WWW.COM2US.COM



Scrolling beat-'em-ups look set to be the next big thing in mobile gaming, with *Robo Cop* and *Judge Dredd* out soon and this button-punching throwback ready right now. You play a crusading werewolf out to topple a futuristic dictator using punches, charges and combos, and a devastating wolf-attack smart-bomb. Gameplay consists of battering everything in sight, from soldiers to killer robots. On each stage, you earn bonus points that can be

used to power up your various moves – this nod to RPGs is about as deep as it gets. The eccentric controls take a while to get used to, but if you're after some lightning-fast, old-school thumping, *Werewolf* does its hairy best to comply.

Basic scrolling fight action.

80%

GAUNTLET

PUBLISHER: DIGITAL BRIDGES
WEB: WWW.DIGITALBRIDGES.COM

Atari's classic '80s arcade game was always going to appear on mobile phones – everyone loves retro games at the moment and this sword-and-sorcery adventure was a mega-hit. Basically you choose from four different characters – wizard, warrior, elf or Valkyrie – and then charge around 25 levels of an old dungeon (many taken from the coin-op original) fighting ghosts and monsters, and collecting keys, treasure and health power-ups. It's

intense, old-school fun that can get tricky with no eight-way controller. And this is single-player only – the best bit of the original was the four-player Co-op mode, which could have been replicated with Bluetooth technology. How about it for the sequel, Digital Bridges?



Retro fun, but where's multi-player?

80%

Plays better than it looks.

BIG BOSS BASH

PUBLISHER: MOBOBO
WEB: WWW.MOBOBO.COM



Throwing water balloons at political figures can get you into trouble, but this fun little puzzler lets you get away with it. *Big Boss Bash* is essentially *Worms* with one weapon. Working against the clock, you throw your balloon at targets, using left, right and a power gauge to aim. Once the targets are down, you then take a shot at a world leader, be it Bush, Blair or Saddam Hussein. On each new level, the obstacles shift around so you have

to use rebounds effectively – if the balloon hits you, you lose time. It would have been more fun if the politicians moved around a bit, or even threw stuff back at you, but as it stands, this is a silly but diverting game that'll keep you amused for many minutes.

Daft political puzzler.

69%

REAL FOOTBALL 2004: CLUB EDITION

PUBLISHER: GAMELOFT
WEB: WWW.GAMELOFT.COM



As the subtitle cleverly suggests, this edition of Gameloft's *Real Football* brand lets you pick from a selection of European club sides including all of the Premiership and a lucky dip of giants such as Milan, Roma and Madrid. Gameplay is definitely more evolved than we've seen previously, with short and long passes and a decent shooting system that lets you aim and power-up simultaneously. The only problem, as ever, is with the movement

controls – it's a nightmare using the keypad, but as only about 1% of phones have an eight-way controller, you're stuck with it. We need the technology to catch up, or well-thought out titles like this will stay on the subs' bench.

Polished, but struggles with control.

82%

MOBILE ALERT...

NAMCO LOVES MOBILE!

Last year, Namco released a near-PSone-quality version of *Ridge Racer* for Japanese mobile phones, and the success has clearly gone to their heads. They're now flooding the Japanese market with excellent conversions of their arcade hits. There's a great 3D



space-shooter based on the 1991 coin-op *StarBlade*, perfect translations of *Mr Driller*, *Dig Dug* and *Xevious*, and

even a mini-version of the drumming sim *Taiko No Tatsujin*. Our favourite, though, is *Tekken Command Battle* – a strange turn-based beat-'em-up where players text moves to each other. *Ridge Racer* is set to debut over here this winter, and it could be just the start of a Namco mobile onslaught!



Play Tekken by text!

NEW PHONE!

NOKIA 3320

This chunky follow-up to the 3200 is another freaky piece of kit. Like its predecessor, it has a see-through case so you can insert your own pictures and style it up. It also has a built-in camera, a decent 65K-colour screen and LED lights down the side that flash in time with your polyphonic ring tone. But the interesting bit is the optional clip-on Fun Shell – this contains a tilt sensor allowing you to control Java games by simply moving the handset around. Imagine this with a mobile version of *Super Monkey Ball*! The phone will probably be out when you read this, either free with a contract or around £100 without a SIM.



MOBILE TOP 5...

THE FIVE TITLES YOU MUST HAVE ON YOUR JAVA PHONE!

- 1 **FATAL FORCE (MACROSPACE)**
Stylish 2D shooter with a fab two-player mode that'll keep you playing till the batteries run out.
- 2 **RAINBOW SIX 3 (GAMELOFT)**
A top-notch, genuinely challenging conversion. Wouldn't look out of place on GBA.
- 3 **3D POOL (DISTINCTIVE DEVELOPMENTS)**
Realistic angles and convincing physics – simply the best potting sim available on mobile phones.
- 4 **WORMS GOLF (THQ WIRELESS)**
Fun small-scale spin-off of the classic annelid battle series. Just as daft and just as absorbing.
- 5 **PUB DARTS (LOMO)**
Simple multi-player darts fun with nice touches, decent controls and great pub-themed visuals.

NEW LOOK

DVD 43

VIDEO

GAMES ON
ONE HUGE
DVD!

FEATURING:

KILLZONE™

MORTAL KOMBAT DECEPTION

grand
theft
auto
San Andreas

IS THERE A

FREE
RESIDENT EVIL
OUTBREAK
IN THIS BAG?

PLAYSTATION 2 MAGAZINE

PSM 2

ISSUE 54
MAG+DVD
£3.99

grand
theft
auto
San Andreas
MAPPED!

See the lot inside!

LEGENDS SPECIAL!

WORLD EXCLUSIVE!

SMACKDOWN VS RAW

100% NEW!

**WRESTLERS,
MOVES & MATCHES INSIDE!**

LEGENDS REVEALED!

THE ROCK! UNDERTAKER! BRET HART!
JIMMY SNUKA! MANKIND! RODDY PIP
HAWK! BRUTUS BEEFCAKE! KANE!
ANDRE THE GIANT! WE'VE GOT THE L

**REVIEWS
SPECIAL!**

**42 PAGES
OF RED
HOT RATINGS!**

FREE DVD & POSTER!



ON SALE NOW!



SUBSCRIPTION OFFER

CHEAPER COPIES OF GM DELIVERED TO MY HOUSE AND A FREE JOYPAD! WHERE DO I SIGN? HERE!

MY DETAILS



Title _____ Initials _____
Surname _____
Address _____
Country _____ Postcode _____
Daytime telephone no _____
Email _____

FREE JOYPADS!

* Free controller offer open to UK residents only

Please tick which Atomic Play Controller you would like to receive with your subscription:



We will use the contact details supplied to communicate with you about your GamesMaster subscription. We'd also like to keep you up to date with any special offers or new products/services that may be of interest. If you're happy for GamesMaster, Future Publishing and its sister companies to contact you in this way, indicate here: ☐ email ☐ mobile. If you're also happy for us to pass your details on to carefully selected companies so they can send you relevant information about their products/services, indicate here: ☐ email ☐ mobile.

Please choose your method of payment – 1 or 2

1. Direct Debit (UK only) ONLY £6.72 every 3 months

I understand that I will receive 13 issues during the next 12 months

	Instruction to your Bank or Building Society to pay Direct Debits.	
		Originator's Identification Number
Future Publishing Ltd. Cary Court, Somerton, Somerset. TA11 6BR		7 6 8 1 9 5
Please send this form to address shown		

1. Name and full postal address of your Bank or Building Society branch

To: The Manager _____ Bank/Building Society
Address _____
Postcode _____

2. Name(s) of account holder(s) _____

3. Branch sort code (from the top right hand corner of your cheque) _____

4. Bank or Building Society account number _____

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s) _____ Date _____

Ref No (Office use only) _____

Banks and Building Societies may not accept Direct Debit Instructions for some types of account.

2. Cheque or credit card (please tick method below)

UK ☐ £26.91
Europe ☐ £36.90*
North America ☐ £36.90*
Rest of the World ☐ £46.50* (*Airmail only)

☐ Cheque (payable to Future Publishing Ltd. Sterling cheques drawn on a UK bank account only).

☐ Visa ☐ Mastercard ☐ Amex ☐ Switch Valid date _____

Card no _____

Expires _____

Signature _____ Date _____

UK readers return (no stamp required) to:
GamesMaster Subscriptions, Future Publishing Ltd, FREEPOST BS4900, Somerton, Somerset, TA11 6BR
Overseas readers return (postage payable) to:
GamesMaster Subscriptions, Future Publishing Ltd, Cary Court, Somerton, Somerset, TA11 6TB, UK

Please indicate if you do NOT wish to receive relevant information about special offers or products/services from GamesMaster, Future Publishing or any of its sister companies by ☐ post or ☐ telephone. Please indicate if you do NOT wish us to pass your details on to other carefully selected companies to enable them to contact you about their products/services by ☐ post or ☐ telephone.

order code **GMSP152**

Closing date: 25.10.2004

FREE PS2, GET A PAD AND FOUR ISS

WHAT YOU GET

- ☒ Save an excellent 31% off the shop price
- ☒ Get your copy delivered free to your door – hot off the press (UK only)
- ☒ Free joypad – choose either a PS2, Xbox or GameCube controller
- ☒ Never miss out on the biggest and best games every month!

Back issues:



Missed a copy of GamesMaster?

Disaster! Simply tick the issue(s) you require and fill in your details opposite to restore calm.

Back issues £2.80 (plus £1 postage if you're in Europe, or plus £2 if you're outside Europe). Direct Debit not available on back issues.

SUBSCRIPTION OFFER

XBOX OR CUBE JOYPAD!

FREE WHEN YOU SUBSCRIBE TODAY!



PAY ONLY
£6.72!
EVERY 3 MONTHS
AND GET A JOYPAD AND
FOUR ISSUES FREE!



JOYTECH™

HOW TO SUBSCRIBE

By Direct Debit

Subscribe from just £6.72 every three months (UK only).
Complete and return the subscription form by post or call the hotline below.

By Cheque or Credit Card

Complete and then return the subscription form or contact us via:
Telephone: Subscriber hotline 0870 444 8469** open 24 hours a day, seven days a week
Outside the UK: +44 870 444 8469
Fax: 01458 271146
Email: games.subs@futurenet.co.uk
Online: www.futurenet.com/gamesmaster

**Important: Please quote order code GMSP152 and your choice of controller when telephoning or emailing your order. Gifts are subject to availability. Please allow 28 days for delivery of your gift.

FREE JOYPAD!

SUBSCRIBE TODAY AND GET A FREE ATOMIC PLAY OR JOYTECH CONTROLLER!

It's true! Get the UK's best games mag hand-delivered to your house for less cash AND get a top joypad into the bargain. Whether you choose the Atomic Play PS2 or Xbox Controller or the JOYTECH Advanced Controller for GameCube you can't go wrong. The Atomic Play PS2 and Xbox Controllers feature dual analogue and digital control and vibration feedback, and their comfy design makes them perfect for long gaming sessions. JOYTECH, known for quality gaming accessories around these parts, are behind the GameCube Advanced Controller. With its ergonomic design, vibration activation switch and easy-operation Z button it's an ideal Cube pad. Choose any one when you subscribe to GamesMaster today!



WIN!

OVER £2000 IN PRIZES

BL BL

'Sup, dog? Enter our rap-tastic *Get On Da Mic* compo and you and three mates could spend the day biggin' it up like like rap royalty, innit.

BLING IT ON!

Want to live the hip hop life without running the risk of accidentally dissing someone and getting a cap popped in your ass? Then you'll be wanting *Get On Da Mic*, Eidos' dope hip hop karaoke extravaganza!

But once you've tasted life as a blinged-up rap superstar, you're gonna want more. Lots more. Luckily we're connected enough to give it to you. This month's compo winner's going to be whisked away in a limo with three mates for an all-expenses-paid day of rap luxury, just like Jay-Z, 50-Cent or Goldie Lookin' Chain.

Soon as you get to London you'll be off for a serious shopping expedition with £500 to spend on bling-bling jewellery and designer clothes. Then in the afternoon you'll be taken to a recording studio where you'll hook up with a real producer to pick one of your favourite tracks and record your own vocals for it. Word! And you'll get six copies on CD to take home with you and impress everyone.

After the studio you'll go out for dinner, then on, VIP-style, to walk the red carpet at a film premiere before it's time to climb back into the limo and head for home. That's over two grand's worth of hip hop living, and it could be yours! Just answer the following question and make sure it gets to us by 30th November...

Which of these unlikely-sounding types is an actual rap star, as featured in *Get On Da Mic*?

a) Dr Dre b) Dr Dolittle c) Doctor Who

1. WRITE TO US

Scribble your answers on the form, cut it out, stuff it in an envelope and send it to Bling Da Noise! Compo, GamesMaster, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Or if you don't want to cut up the mag, write your answers on the back of a postcard and send it to us.

2. E-MAIL US

E-mail your answers, with your name, address, age and telephone number, to gamesmastercompo@futurenet.co.uk

3. TEXT US

You can now enter the compo by text! Just text GM QUIZ then A, B or C to 85070.

CHECK THIS OUT!

- Get picked up in a limo!
- Head for London with your homeys!
- Stock up on bling and designa rags!
- Make for the recording studio!
- Lay down some rhymes!
- Grab some eats!
- Go to the movie premiere!
- Limo it back to ya crib!

GET ON DA MIC

PIKMIN 2

What are the new colours in *Pikmin 2*?

- a) Mellow yellow and stone-washed denim
- b) Powerful purple and poison-resistant white
- c) Beefy brown and puny polka dot

Text #QUIZ2 followed by your answer to 83130.

5 COPIES TO BE WON



WIN!

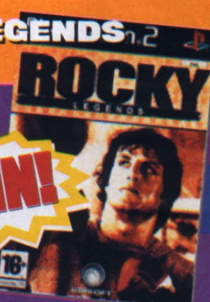
ROCKY LEGENDS 1.2

Who plays the trainer in *Rocky*?

- a) Burgess Meredith
- b) Frank Gorshin
- c) Cesar Romero

Text #QUIZ3 followed by your answer to 83130.

5 COPIES TO BE WON



WIN!

OUTRUN 2

When did the original *Outrun* first hit the arcade?

- a) 1970
- b) 1986
- c) 1995

Text #QUIZ4 followed by your answer to 83130.

5 COPIES TO BE WON



WIN!

ING! ING!

WIN!

A bling-bling day as a rap superstar!



ENTRY FORM:

Tick the boxes next to the correct answers, write down your details and send us the coupon by 30th November 2004. Or if you don't want to mess up your precious magazine, simply write down your answers on a bit of paper or postcard. Or even a stuck-down envelope. We're really not fussy!

... Fill it in!

Name _____
Age _____
Address _____

Postcode _____
E-mail address _____
Telephone _____

GET ON DA MIC MAIN COMPO

Which of these unlikely-sounding characters is an actual rap superstar, as featured in *Get On Da Mic*?

- a) Dr Dre ☐ b) Dr Dolittle ☐ c) Doctor Who ☐

PIKMIN 2

What are the new colours in *Pikmin 2*?

- a) Mellow yellow and stone-washed denim ☐
b) Powerful purple and poison-resistant white ☐ c) Beefy brown and puny polka dot ☐

ROCKY LEGENDS

Who plays the trainer in *Rocky*?

- a) Burgess Meredith ☐ Frank Gorshin ☐
c) Cesar Romero ☐

OUTRUN 2

When did the original *Outrun* first hit the arcade?

- a) 1970 ☐ b) 1986 ☐ c) 1995 ☐

THE SIMS 2

Which of the following methods can you use to kill your Sims?

- a) Let them starve ☐ b) Make them sleep in the road and get run over ☐ c) Make them climb a building and choose to jump ☐

THUNDERBIRDS

What is Lady Penelope's number plate?

- a) FAB 1 ☐ b) AB FAB ☐ c) P3NE OPY ☐

Please tick this box if you do not wish to be contacted by Future Publishing or other carefully screened companies. ☐

SEND TO:

Bling Da Noise! Compo,
GamesMaster, Future Publishing,
30 Monmouth Street, Bath, BA1 2BW.

NOW YOU CAN
ENTER BY TEXT!

85070

Text 85070 plus A, B or C to this number to enter the main compo!
Texts cost 50p plus standard charge.



PC CD THE SIMS 2

Which of the following methods can you use to kill off your Sims?

- a) Let them starve
b) Make them sleep in the road and get run over
c) Make them climb to the top of a building and choose to jump

Text 85075 followed by your answer to 83130.

5 COPIES TO BE WON



WIN!

GAME BOY ADVANCE THUNDERBIRDS

What is Lady Penelope's number plate?

- a) FAB 1
b) AB FAB
c) P3NE OPY

Text 85076 followed by your answer to 83130.

5 COPIES TO BE WON

WIN!



GM 149 WINNERS

Serious Sam winner: Craig Lawson, Fife

Richard Burns Rally: Mark Spowage, Rotherham; Gareth Ellison, Co. Armagh; Dean Newland, Bournemouth; Ryan Hepting, London; Calum Harper, Inverness-shire.

Mario Vs Donkey Kong: Greg Davies, Stroud; Jonathan Deacon, Reading; Mr J Turner, Colchester; Nigel Sharpe, Kent; Neil Watson, Derby.

Phantasy Star Online 3: Anthony Cotton, Brighton; Kyle Houston; Simon Wotton, West Midlands; Kevin Baxter, Fife; Will Fielding, Holmfirth.

Full Spectrum Warrior: Keith Going, Surrey; M. Reece, London; Ben Brehaut, Guernsey.

Thief: Deadly Shadows: Stephen Giles, Worcester; Sam Goodman, Newport; Jordan Black, Scotland; Lawrence Baker, Warwickshire; Ozgur Musta, London.

NEXT MONTH



**OCTOBER 2001
EXCLUSIVE REVIEW**

**grand
theft
auto III**

**OCTOBER 2002
EXCLUSIVE REVIEW**

**grand
theft
auto**

Vice city

**OCTOBER 2004
EXCLUSIVE REVIEW**

grand theft auto San Andreas

THE BEST REVIEW OF THE
BIGGEST GAME IN THE WORLD

All mag contents and free gifts subject to change. Sorry!

PLUS!

• Half-Life 2 • Rome: Total War • Halo 2 • Final Fantasy 11 • Pro Evolution Soccer 4 • Donkey Konga • Championship Manager 5 • Leisure Suit Larry • X-Men Legends • Fight Club • Men of Valor • Shark Tale • LMA Manager 2005 • Backyard Wrestling 2 • MOH: Pacific Assault • THUG 2 • Worms: Forts Under Siege • The Urbz • Mario Tennis • FlatOut • COD: Finest Hour • LOTR: The Third Age • Ratchet & Clank 3 • Ghost Recon 2 • **AND LOADS MORE...**

GamesMaster

GamesMaster, Future Publishing,
30 Monmouth Street, Bath
BA1 2BW. Tel: (01225) 442244
e-mail: gamesmaster@futurenet.co.uk

Editor Robin Alway
Deputy Editor Dave Harrison
Reviews Editor Kath Brice
Art Editor Ian Lloyd-Edwards
Deputy Art Editor Alison Turner
Production Editor Bethan Ingram
Contributors Joel Snape, Alex Cooke, Jes Bickham, Jim McCauley, Keith Stuart, Mark Green, Mark Walbank, Andrew Kelly, Efrain Hernandez-Mendoza, Jon Hicks, Andrea Ball
Production Co-ordinator Lee Thomas
Production Manager Rose Griffiths
Trade Marketing Manager Russell Hughes
Group Circulation Manager Duncan Shearer
Ad Manager Darren Gratton
Senior Ad Manager Debbie McLaren
Ad Director Jayne Caple
Classified Sales Exec Chris Thom, Ben Pearson
Commercial Buyer Colin Polis
Group Art Editor Rob Abbott
Marketing Manager Tamara Longden
Commercial Team Buyer Matthew Eglinton
Overseas Licensing Simon Wear
Publisher Kerry Lawrence
Group Publisher Mia Roberts
Managing Director Rob Price

Subscriptions Future Publishing Ltd,
FREEPOST BS4900, Somerton, Somerset
TA11 7BR. Tel: 01458 271184

Distributed throughout the UK Newstrade by
Seymour Distribution, 86 Newman Street,
London W1P 3LD. Tel: 0207 907 6000

Overseas Distribution by Future Publishing Ltd,
Tel: 01225 442244

Print Southernprint, Unit 17-19 Factory Road,
Upton Industrial Estate, Poole, Dorset,
BH16 5SN

Advertisement typesetting J Jays Ltd

future
publishing
Media with passion

ABC

Non-executive Chairman
Roger Parry
Chief Executive Greg Ingham
Group Finance Director
John Bowman

Future Publishing Ltd is part of The Future Network plc. The Future Network produces carefully targeted specialist magazines for people who share a passion. We aim to satisfy that passion by creating titles offering value for money, reliable information, smart buying advice and which are a pleasure to read. Today we publish more than 100 magazines in the UK, US, France and Italy. Over 100 international editions of our magazines are also published in 30 other countries across the world. The Future Network plc is a public company quoted on the London Stock Exchange (symbol: FNET).
Tel: +44 1225 442244
www.thefuturenetwork.plc.uk

GamesMaster TV Show © Hewlett International. GamesMaster Magazine recognises all copyrights contained in this issue. Wherever possible we have acknowledged the copyright. Please contact us if we have failed to credit your copyright.

Future Games: The First Choice For Gamers
This magazine is brought to you by Future Publishing Ltd, the makers of Edge, PC Gamer, PSM2, PlayStation2 Official Magazine-UK and NGC.

gamesradar.com

Bath • London • Milan • New York • Paris • San Francisco

FOOLPROOF WAYS TO GET THE NEXT ISSUE...

1 SUBSCRIBE!

Flip to p.110 and take us up on our bargainous subscriptions offer. Thirteen issues for the price of nine! Delivered to your door, hot off the presses for free! Lord have mercy!

2 RESERVE IT!

Fill it in, cut it out and hand it to your newsagent, saying: "Save me a GamesMaster 153! And make sure no one swipes the cheats book..."

NAME: _____

ADDRESS: _____

STREET DATE: MONDAY 25TH OCTOBER

Games

Nokia - Motorola - Sony
Ericsson - Siemens - Sharp
- Samsung - Sagem - LG

**pillar
dodge**
210138

**MAZE
ARK**
210136

Penalty
210243

**DIABLO
MINE**
210111

**Burger
Maker**
210199

**FUDGE A
FORTUNE**
210212

Get your
name on
your mobile.

MICK
Options Clear

COMPATIBLE NOKIA & SAMSUNG ONLY
ORDER BY SMS ONLY

Logos

Nokia - Samsung - Sony
Ericsson - Siemens

England
131810

Wales
131244

Scotland
131576

Ireland
131596

Wales
131854

Wales
131758

Wales
131882

Wales
131692

Wales
131693

Wales
131791

Wales
131723

Wales
131635

Wales
131726

Wales
131858

Wales
131141

Wales
131614

Wales
131676

Wales
131127

Wales
131618

Wales
131797

Wales
131688

Wales
131200

Wales
131615

UK Order: Send FGLOGO + NUMBER + MAKE to 86010
IRE (€2): Send FGLOGO + NUMBER + MAKE to 57857
example: FGLOGO 131200 SIEMENS

Colour Pictures

YOUR PASSION ON YOUR MOBILE!

Nokia - Samsung - Sharp - Siemens - Motorola - Sagem - Panasonic - Sony Ericsson - LG

Special
250113

Smiley
250414

**HIP
HOP**
250357

LOSER!
250312

**WHEN THE GOING
GETS TOUGH**
250331

SURRENDER
250331

FOX
250394

funk
250492

SURRENDER
250331

cool
250490

**KING OF THE
BLING**
250193

NEVER
250391

! DANGER!
250543

GAME ON!
250372

all products
£1.50 each
text or call

Fanz

Call: 09077 078517(UK)

£1.50 IS ALL YOU PAY

make sure you call from a landline

£1.50 - No Subscriptions - No Catches!

HEAR THE LATEST RINGTONE LISTINGS
0871 222 5323

Polyphonics & Monophonics

Get the Latest Tones Before Anyone Else!

Nokia - Sony Ericsson - Siemens - Samsung - Sagem -
Sharp - Motorola - LG - Sendo - 02 Active - Panasonic

YES!!! All RINGTONES are MONOPHONIC and POLYPHONIC

Before you order check which products your phone can handle and how to save them...

Call: 0871 222 5321 (UK nat. rate) or 1850 927274 (IRE call save) or visit www.fanz.co.uk

CHART		ROCK		FOOTBALL	
SOME GIRLS - rachel stevens	114213	SWEET CHILD O MINE - guns n roses	11258	YOU'LL NEVER WALK ALONE	111351
LEFT OUTSIDE ALONE - anastacia	113616	NOVEMBER RAIN - guns n roses	112596	SOCCER AM CATWALK - jean knight	112559
EVERYTIME - britney spears	114022	BLACK BETTY - spiderbait	113761	THE GREAT ESCAPE - s wednesday	111354
TOXIC - britney spears	113435	IN THE SHADOWS - the rasmus	113081	WOO HOO - the 5 6 7 8's	114166
MY HAPPY ENDING - avril lavigne	114136	BAT OUT OF HELL - meat loaf	111286	MATCH OF THE DAY	111126
OBVIOUSLY - mcftv	114199	ENTER SANDMAN - metallica	111371	3 LIONS - baddiel & skinner	111494
3 AM - busted	113975	LIVING ON A PRAYER - bon jovi	111376	VINDALOO - fat les	111349
SEE IT IN A BOY'S EYES - jamelia	113983	THIS LOVE - maroon 5	113842	BLUE IS THE COLOUR - chelsea	111348
SUPERSTAR - jamelia	113055	INDIE		GLORY GLORY - football anthem	111353
BUBBLIN' - blue	113980	FOUR TO THE FLOOR - starsailor	113588	MARCHING ON TOGETHER - leeds	111350
FLAWLESS - george michael	114197	LAURA - scissor sisters	114017	NU-METAL	
WHITE FLAG - dido	112837	BITTER SWEET SYMPHONY - verve	111292	I MISS YOU - blink 182	113552
MYSTERIOUS GIRL - peter andre	113591	HONG KONG PHOOEY	112604	DOWN - blink 182	113944
THE SHOW - girls aloud	114190	FOOLS GOLD - stone roses	111230	BEHIND BLUE EYES - limp bizkit	113309
ANGEL EYES - paulini	114316	TV		MY IMMORTAL - evanescence	113277
PERFECT - special plan	113847	SCOOBY DOO	111142	SPARE ME THE DETAILS - offspring	114247
CHOCOLATE - kyli minogue	113977	WINNIE THE POOH	111613	BREAKING THE HABIT - linkin park	113955
ALL DAY LONG I DREAM - jc chasez	114171	BANANA SPLITS	112578	THEMES	
DON'T WALK AWAY - javine	114402	RHUBARB AND CUSTARD	111623	BRAVEHEART	113090
NEVER FELT LIKE THIS BEFORE - s lewis	114214	LOONEY TUNES	111151	DR WHO	113311
YOUR BODY IS A WONDERLAND - j mayer	112568	POSTMAN PAT	111131	LITTLE GREEN BAG - R DOGS	113322
HIP-HOP		CAPTAIN PUGWASH	112113	EVERYBODY NEEDS SOMEBODY - b.bros	113793
SHE WANTS TO MOVE - n.r.d	113539	THUNDERCATS	111484	MISSION IMPOSSIBLE	111121
GANGSTERS PARADISE - coolio	111128	ESSENTIAL TONES		THE SIMPSONS	111132
ROSES - outkast	113806	SATISFACTION - benny benassi	112751	ROCKY - jogging theme	112481
INTO YOU - fabulous	112916	IN DA CLUB - 50 cent	112440	ONLY FOOLS AND HORSES	111369
P.L.M.P. - 50 cent	112599	HEAVEN - dj sammy	112229	DIRTY DANCING	111249
MY BAND - d12	113795	DILEMMA - nelly ft. kelly rowland	112221	THUNDERBIRDS ARE GO - busted	114239
TIPSY - j.kwon	113648	BECAUSE I GOT HIGH - afroman	111454	EXORCIST	111871
WHERE IS THE LOVE - b eyed peas	112890	THE LOGICAL SONG - scooter	111965	THE A TEAM	111115
LETS GET IT STARTED - b eyed peas	113232	CASTLES IN THE SKY - ian van dahl	111270	GODD BAD AND THE UGLY	111181
HEY YA - outkast	113176	LOSE YOURSELF - eminem	112289	AXEL F - beverley hills cop	111601
TRICK ME - kelis	113804	CRAZY IN LOVE - beyonce knowles	112707	MUPPETS	111134
SUNSHINE - twista	114310	YOU'RE A SUPERSTAR - love inc	112329	PHOENIX NIGHTS	112364
THROUGH DA WIRE - kanye west	113622	A LITTLE LESS CONVERSATION - elvis	111957	KNIGHT RIDER	111127
FORGET ABOUT DRE - dr dre	111138	SMOOTH CRIMINAL - alien a farm	111377	THE OFFICE	112363
SHUT UP - the black eyed peas	113123	R&B		BIG BROTHER	111342
MILKSHAKE - kelis	112885	BURN - usher	113800	HALLOWEEN H2O	111858
HEY MAMA - the black eyed peas	113460	BABy BOY - beyonce ft. s. paul	112933	BENNY HILL	111139
INSANE IN THE MEMBRANE - c hill	114314	I DON'T WANT TO KNOW - m winans	113805	FRIENDS - ILL BE THERE - rembrandts	111152
DANCE		I DON'T WANT YOU BACK - eamon	113519	SEX AND THE CITY	111673
COME WITH ME - special d	113678	HOTEL - cassidy feat r kelly	113514	ROCKY	111141
TAKE ME TO THE CLOUDS - lmc vs	113456	MOVE YA BODY - nina sky ft. jabba	114218	PINK PANTHER	111133
FLY ON THE WINGS OF LOVE - xtm	112705	F.U.R.B. - frankie	113917	TOP GUN	111860
PUSH UP - freestylers	114152	DIP IT LOW - christina milfan	113802	JAMES BOND	111119
DRAGOSTEA DIN TEI - o-zone	114098	IGNITION - r kelly	112588	ALWAYS LOOK ON THE BRIGHT..	113865
PRETTY GREEN EYES - ultrabeat	112877	NO DIGGITY - blackstreet	111211	THE ITALIAN JOB	111622
RHYTHM IS A DANCER - snap vs	112485	TONE TXT		CHARMED	114270
DISCOLAND - flip and fill	113930	UK Order: Send FGPTONE + NUMBER to 86010	UK Order: Send FGPTONE + NUMBER + MAKE to 86010	Ahem	112522
POLY TXT		IRE (€2): Send FGPTONE + NUMBER to 57857	IRE (€2): Send FGPTONE + NUMBER + MAKE to 57857	Party Horn	221521
		example: FGPTONE 113081	example: FGPTONE 111127 NOKIA	Lion	221508

HOT TONES

DRY YOUR EYES - the streets	114176	HOW COME - d12	114169
LOLA'S THEME - shapeshifters	114192	BABYCAKES - 3 of a kind	114427
THESE WORDS ARE MY.. n. beddingfield	114346	SICK AND TIRED - anastacia	114205
SHE WILL BE LOVED - maroon 5	114236	LEAVE (GET OUT) - jojo	114198
JESUS WALKS - kanye west	114266	GUILTY - the rasmus	114347
NOTHING I WON'T DO - special d	114411	BETTER THAN LIFE - ultrabeat	114377
CALL ON ME - eric prydz	114436	OUTRAGEOUS - britney spears	114430
HAPPY PEOPLE - r kelly	114184	CAUGHT IN A MOMENT - sugababes	113979
HOW YOU DO - frankie	114398	MY PLACE - nelly	114500
NEVER REALLY WAS - mario winans	114405	I LOVE THEM HOES - eamon	114088
THE IRONY OF IT ALL - the streets	114351	GIRLZ - prodigy	114450
REAL TO ME - brian mcfadden	114495	LOVE MACHINE - girls aloud	114506
THAT GIRL - mcftv	114462	CHOCOLATE - soul control	114548
I WANT MORE - faithless	114561	MILLIONAIRE - kelis	114558
CHEWING GUM - annie	114511	SAND IN MY SHOES - dido	114504

UK Telephone Number
Call: 09077 078517
Only £1.50 (Call from a landline)

SFX Alerts

NOKIA □ SIEMENS □ SHARP □ MOTOROLA □ SAMSUNG
□ SONY ERICSSON □ SAGEM □ PANASONIC

MAKE YOUR MOBILE MOO, BURP, LAUGH OR CRY

Thunder Storm	221533	Doorbell	221520
Train Horn	221532	Sci-Fi Weapon	221519
Submarine Dive	221531	Machine Gun	221518
Matra Horn	221530	Laser	221517
Traffic Jam	221529	Falling Bomb	221516
Car Horn	221528	Big Explosion	221515
Bicycle Horn	221527	Big Ben	221514
Ambulance	221526	Battle Cry	221513
Wolf Whistle	221525	Gun Shot	221512
Evil Laugh	221524	Wolf	221511
Beer Burp	221523	Sparrow	221510
Ahem	221522	Orca	221509
Party Horn	221521	Lion	221508

UK Order: Send FGSFX + NUMBER to 86010
IRE (€2): Send FGSFX + NUMBER to 57857
example: FGSFX 221524

OFFICIAL FOOTBALL CRESTS

258111	258112	258113	258114	258115	258116	258117	258118	258119	258120	258121	258122	258123	258124	258125	258126	258127	258128	258129	258130	258131	258132	258133	258134	258135	258136	258137	258138	258139	258140	258141	258142	258143	258144	258145	258146	258147	258148	258149	258150	258151	258152	258153	258154	258155	258156	258157	258158	258159	258160	258161	258162	258163	258164	258165	258166	258167	258168	258169	258170	258171	258172	258173	258174	258175	258176	258177	258178	258179	258180	258181	258182	258183	258184	258185	258186	258187	258188	258189	258190	258191	258192	258193	258194	258195	258196	258197	258198	258199	258200	258201	258202	258203	258204	258205	258206	258207	258208	258209	258210	258211	258212	258213	258214	258215	258216	258217	258218	258219	258220	258221	258222	258223	258224	258225	258226	258227	258228	258229	258230	258231	258232	258233	258234	258235	258236	258237	258238	258239	258240	258241	258242	258243	258244	258245	258246	258247	258248	258249	258250	258251	258252	258253	258254	258255	258256	258257	258258	258259	258260	258261	258262	258263	258264	258265	258266	258267	258268	258269	258270	258271	258272	258273	258274	258275	258276	258277	258278	258279	258280	258281	258282	258283	258284	258285	258286	258287	258288	258289	258290	258291	258292	258293	258294	258295	258296	258297	258298	258299	258300	258301	258302	258303	258304	258305	258306	258307	258308	258309	258310	258311	258312	258313	258314	258315	258316	258317	258318	258319	258320	258321	258322	258323	258324	258325	258326	258327	258328	258329	258330	258331	258332	258333	258334	258335	258336	258337	258338	258339	258340	258341	258342	258343	258344	258345	258346	258347	258348	258349	258350	258351	258352	258353	258354	258355	258356	258357	258358	258359	258360	258361	258362	258363	258364	258365	258366	258367	258368	258369	258370	258371	258372	258373	258374	258375	258376	258377	258378	258379	258380	258381	258382	258383	258384	258385	258386	258387	258388	258389	258390	258391	258392	258393	258394	258395	258396	258397	258398	258399	258400	258401	25
--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	----

PORTABLE JEDI POWER



The only handheld game that's packed with classic *Star Wars*™ Trilogy action!



As Luke Skywalker, use amazing Jedi powers to battle stormtroopers, Darth Vader, and other classic *Star Wars* foes.

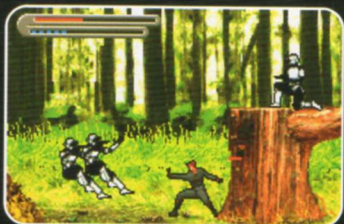


Battle friends in dogfight and capture-the-flag multiplayer modes.

**UNLOCK UNRELEASED BONUS
CONTENT FROM
THE *STAR WARS* SAGA!**

STAR WARS TRILOGY

APPRENTICE OF THE FORCE



OUT SEPTEMBER

GAME BOY ADVANCE

WWW.UBI.COM



LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. © 2004 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & TM as indicated. All rights reserved. Ubisoft, ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. All rights reserved.



UBISOFT